***High Rollers: Aerois***

# **Chapter 1: Stormy Skies**

[Episodes 1-4]

## 

## **Episode 1: Welcome to Aerois**

### Part 1\*

**Mark**: *The sky ship lurches and the world suddenly falls away and snaps back into place. A flash of light fills your groggy, sleep-addled vision, followed by a boom of thunder that rattles the aetherium-infused wood of the hull of the Sparrowblade. The cabins are dark and only the faint dim of starlight and the luminescent glow of the Cradle provide any light. As you fully begin to awaken, you feel the airship rocking unevenly, swaying. You hear cracks of thunder and flashes of lightning outside and what sounds like cries and shouts of battles above and screams from below decks.*

*IN LUCIUS AND ARVAL’S ROOM*

***Lucius****, who was previously sucking his thumb and cradling a stuffed animal, wakes up with a start. His toy goes flying to the floor.*

**L:** Daddy! Daddy!!

***Arval*** *lurches awake at the noise.*

**Ar:** Wha- What the blazes is goin’ on?

**L:** Oh! Sorry! Sorry, sorry Arval.

**Ar:** What’s goin’ on?

**L:** I don’t know! Tell me!

*Another flash of lightning and the ship rattles again.*

**L:** Why is everything so rattly? Find Snubbles! Where’s Snubbles?!

**Ar:** What are you talkin’ about?

**L:** My toy!

*IN NOVA AND AILA’S ROOM*

*As* ***Aila*** *is woken up by the storms, she instinctively looks at her hands, almost as if she’s checking to see that she did not cause the disturbance. She then jumps to her feet and looks around. Meanwhile,* ***Nova*** *is launched out of her bed onto the floor. Similarly to* ***Lucius*** *she was also cuddling a prized possession though for her that was a book.*

**N:** Ah!

***Aila*** *stomps over and picks her up.*

**A:** Nope! Come on! You’re gonna want to get that sword of yours because you’re gonna need it.

**N:** What? Why? No! Books!

**A:** No! Come on!

**N:** Nnnnnn! Put me down!

**A:** Put the books down!

*IN SENTRY AND QUILL’S ROOM*

**Q:** Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry, Sentry. Lightning Sentry! Sentry.

**S [Over Q]:** Are you alright?

**Q:** What’s going on? Sentry?

**S:** I don’t know.

**Q:** Okay?

**S:** Are you okay?

**Q:** No! You?! You’re okay?!

*Instead of answering,* ***Sentry*** *decides to make her way to the door.*

**Mark:** I guess Sentry, because you are a construct and uh, you’ve got this metal frame I’m guessing you just have your armor on? Cuz you don’t sleep, you just power down so you’re still in full armor. Anybody else who wears armor, it depends on whether you would naturally sleep in it, otherwise you are in bedclothes. This journey so far, you’ve been on this ship for maybe a few days, there’s not been any reason for you to feel that you’re in danger or anything like that but whether you want to be in armor or not-

**Trott**: I’ve got pink, satin pyjamas.

**Mark:** Okay, you’re in pyjamas-

**Trott**: With little sockies and a hat with a little bauble at the end.

***Sentry*** *fumbles around but eventually makes it to the door. She opens it up to find a dark corridor. As she looks out, she sees another door opposite hers open. There is a woman with dark skin wearing a plain nightdress. She is looking out but she has a glowing holy symbol of a half circle with stars above it, which is the symbol of Siaska, the Star Mother and main goddess of Aerois.*

**Y:** What’s going on?

***Sentry*** *summons* ***Echo,*** *a small ball of metal and twigs with a purple gemstone in the middle, from her matrix. It floats up and then flies out into the corridor.* ***Sentry’s*** *eyes go dark as she transfers her view to* ***Echo****. She sees the same lady from across the corridor looking at* ***Echo*** *as it makes its way down. Nothing seems too out of the ordinary. As* ***Echo*** *approaches the staircase, however, she can hear a blood-curdling scream from below.*

*LUCIUS AND ARVAL’S ROOM*

***Arval*** *starts stumbling around the room as he’s putting on a leather jerkin and the rest of his armor.*

**Ar:** I don’t know what that sound is but it don’t sound no good.

*He then goes over to his bag and pulls out a large crossbow and starts pulling out bolts.*

**L:** Really? Do you think it’s turning to that already? Do we not have guards or something?

**Ar:** You’re from the- from the sky cities ain’t ya boy?

**L:** Yes! Gusthaven.

**Ar**: You must have heard of sky pirates before?

**L:** No. Only Daddy told me the secrets of them! The stories, right? Not real?

***Arval*** *gestures outside and the two can hear sounds of battle. The ship lurches again.*

**Ar:** Sure don’t feel like no stories boy!

**L:** Oh! Piss!

***Arval*** *starts making his way to the door. He reaches out to the handle and opens it. He then pokes his head out and starts looking around.* ***Lucius*** *starts rummaging around in his bags and finds his Arcane Focus. He slips the glittery glove on his hand and daintily goes over to* ***Arval.*** *He gently places his hands on the dwarf’s shoulders and pushes him forward.*

**L**: I’m so thankful that you’re here Arval! You can protect us, right-

**Ar:** Alright, shhh! Keep it down boy!

**L:** Okay!

*NOVA AND AILA’S ROOM / THE CORRIDOR*

***Aila****, who has dropped* ***Nova*** *at this point, grabs her warhammer and opens the door. Looking out she sees* ***Arval*** *and* ***Lucius****, but at this point she doesn’t know their names, and the lady with the holy symbol. She also sees* ***Echo*** *floating around in the distance.*

**Y:** Are you alright?

**Katie:** So can I see his [pointing to **Trott**] ridiculous pyjamas?

**Mark:** Oh, of course you can

**A:** Oh, nice pyjamas, pretty boy.

**L:** Oh thank y-

**A:** Really really great. That’s really going to help us.

**L:** I don’t think now’s the time to talk about fashion but I appreciate your-

**A [Over L]:** Mm, okay.

***Aila*** *ignores* ***Lucius*** *and starts walking down the hall.*

**L:** Oh good, more muscle!

*As* ***Aila*** *walks down the hall,* ***Arval*** *follows her. The woman across from* ***Quill*** *and* ***Sentry****, stays in her room but continues looking up and down the hallway.*

**Y:** What’s going on? Are you aware of what’s happening?

**A:** No but I’m gonna find out! Wanna come?

*The woman looks back in her room and as the other two are passing by, they can see another man wearing a similar outfit sitting on a bed comforting a teenage girl. The woman turns back to the others.*

**Y:** **Corrin**, stay there with **Valla**, I’m going to go with these..

**C:** Be safe!

**A:** **Sentry**? I could really use that axe right now buddy.

***Echo*** *floats back to* ***Sentry****, who’s eyes start to glow again. She nods and grabs her axe before following* ***Aila*** *outside.* ***Quill*** *stands and hides behind* ***Sentry*** *as another bolt of lightning dances across the sky.*

**Q:** Wh- uh- Do we- Do we really have to go into combat now?

**L:** Yes, uh, hello!

**Q:** Hi.

**L:** Do we have to? We don’t have to, now, it's optional!

**Q [Starting over L]:** Wha- What’s happening?! Does anyone know what’s happening? What’s going on-

**A:** It’s not optional, pretty boy! Not optional!

**L:** W-Well it looks like you two have it quite figured out!

**S:** We need to keep you guys safe!

**L:** Yes! Yes! Excellent! Thank you **Sentry**, I love that, yes.

**Ar:** It might be better if you stay back, sky boy.

**L:** Yes! I’ll stay right back! Right in the back.

**Ar**: Yeah, you’re just gonna be a problem, I can tell.

**A: Nova! Nova!**

*Muffled curses are heard from their room as* ***Nova*** *tries to get dressed.*

**Q:** There’s something in that room! There’s something in that room over there!

**L:** Ah!

***Nova*** *then falls backwards into the corridor.* ***Lucius and Quill*** *both yell in surprise.*

*OUT OF CHARACTER*

**Mark:** So now that we’ve all gathered. Why don’t we, really quickly, although things are tense, just give, especially for people who might be listening on audio [Note: or for those who are reading this] just give a verbal description of their characters. We’ll start with **Aila** because you’re in the lead.

**Katie:** Oh, okay so **Aila**, uh, she has got long, sort of very vibrant, fiery red hair. She’s got lots of braids in it, sort of very viking style. She’s quite muscular, she is a Wild Elf, so she is more muscular than say **Lucius** is, who’s a High Elf. And yeah, she’s just sort of in leathers and she’s got a bit of tartan strapped to her belt as well.

**Mark**: And you’ve got a massive warhammer.

**Katie:** And I’ve got a massive warhammer!

**Mark:** Uh, **Quill**?

**Tom:** I am a brown feathered bird Aarokocra with one large wing coming out of a cloak. But the other wing is, uh, missing and covered over by a red cloak. But I’m relatively short, actually probably shorter than most people in the party, uh, and I’m sort of cowering behind **Sentry** a little bit.

**Mark:** He’s got more of a, more of a falcon face.

**Tom:** Yeah, peregrine falcon, blythe falcon/hawk. There you go!

**Trott:** Ooh!

**Kim:** Technically, I think you’ll find-

**Mark:** What does **Nova** look like for us, Kim?

**Kim:** Ummm.. She’s pretty young, uh, she has these star freckles. She’s blue, being an Air Genasi, uhm tousled hair, like fluffy clouds; and she’s dressed in this sort of- almost like a uniform.

**Mark:** Lots of pouches and scrolls.

**Kim:** Lots of pouches, scrolls, books, writing equipment, like she’s more of a scholar than a fighter.

**Mark:** But you can see, the main thing with **Nova** is despite this scholarly appearance, she has this, very long, elegant, almost alien-looking longsword. It has these weird, blue curves to it and it doesn’t look like anything made on Aerois.

**Kim:** And she does not know how to use it!

**Mark**: Yeah. **Lucius**?

**Trott:** I am a very classical looking High Elf with great big pointy ears, very pale skin, long platinum blonde hair, but uh, the unique thing about me is I got two different, completely solid colored eyes. One is blue and one is orange. I’m wearing very elegant noble clothing that’s usually purple, right now it's pyjamas, with a tall collar, and a cape that’s just over one shoulder, that’s like a half-cape, and a sash. And I’m full of gems and colors! And silk gloves! Yeah!

**Mark:** Magic.. **Sentry**?

**Rhi:** Yeah. Cool, I am like a robot almost looking being. I’m really tall. I’m sort of very silvery and I have green tarp over my body. I have like vines in my hair with flowers growing out of it because I’m very old. And then I have this massive shield and a nice, sort of dainty but really powerful looking battle axe.

*BACK IN THE GAME - THE CORRIDOR*

*As the party makes their way down the corridor, it is pitch black with only this faint glimmer. The light given off of the holy symbol that the woman is holding is almost like starlight, very silvery and very dim. Although visibility isn’t the greatest, they can hear and feel an explosion coming from the other side of the ship. Things fall over as the airship shakes and the party is thrown forward a bit. From the women's room, there is a faint scream from the young girl who was inside.* ***Lucius*** *trips over* ***Nova*** *and falls to the ground.*

**N:** Oww! Ow! You’re very heavy! Get off!

**L:** Yes, yes! You should see me with my full clothes on.

***Aila*** *keeps pushing forward, the other, non-prone party members follow. They pass what seem to be restrooms and other places where necessities are. In front of them is a set of stairs leading down and it is pitch black down there. The screaming that used to come from there seemed to have stopped but the sounds of battle are still very loud above them.*

**Katie**: So wait, can we hear anything at all down there?

**Mark:** You can make a perception check.

**Trott:** First roll!

**Tom:** Woah!

**Rhi:** Nice!

**Katie:** 21?

***Aila*** *strains her hearing as she lets her senses adjust and lets herself remember life back in the forests and the coasts where she grew up and hunted wild game. The grip on her warhammer tightens and she can just barely hear some kind of metal on metal scraping against each other and heavy breathing, that almost sounds like growling. Then, she sees two shadowy figures step around the corner. The figures appear to be wearing thick black leathers with full hoods and completely full-face masks. The figures face* ***Aila*** *and the others.*

**R1:** It looks like some of them are awake. Let’s finish them off.

**Mark:** And that’s going to be initiative please.

**Tom:** Woah!

*COMBAT TIME*

**Initiatives / Order:**

* **Yusef - ??**
* **Lucius - 18**
* **Quill - 17**
* **Remnant 1 -??**
* **Arval - ??**
* **Remnant 2 -??**
* **Nova - 10**
* **Aila - 8**
* **Sentry - 3**

**Yusef -** *She moves out of her room and goes toward* ***Sentry.***

“I’m so glad we have a Guardian with us. At least, I’m sure- I’m hoping that the crew will take care of this.”

**Lucius -** “Oh, I’m terribly sorry! How uncouth!”

***Nova*** *is yelling while he’s speaking,* “Get up! Get off of me! Oowww!”

*He gets up and starts making his way down the corridor. “***Arval! Aarrvvaall!!**”

***Arval*** *responds:* “Shut your mouth! Keep quiet!”

***Lucius*** *apologizes and finishes his movement by standing behind him.*

**Quill -** *Casts Shield of Faith on* ***Aila,*** *which gives her a +2 to her AC.*

“H’Esper protect that one!” *he cries, as he extends his wing toward her. As he does so, white, aetherial feathers fly out and cover* ***Aila*** *before vanishing into an invisible shield.*

***Quill*** *then awkwardly whispers,* “I’m sure you’ve got this one!” *which does not count as Bardic Inspiration because Shield of Faith is the bonus action he’s using this round.*

***Aila*** *responds: “*Yeah, thanks bird-boy!”

[**Mark:** Yeah, I feel very inspired by that Tom Hazell.]

**Remnant 1 -** *He notices* ***Quill*** *and says,* “They have a spellcaster. I’ll deal with them.” *before attempting to run along the wall to get to him. [Roll successful]*

***Quill: “****He knows about you,* ***Lucius!”***

*He lands and throws a dagger but instead of flying towards* ***Quill****, it goes toward* ***Sentry.***

*Attack roll: 18 - Succeeds.*

*Damage: 5, -1 because of her shield.*

*Realizing that he missed his target, he says, “*There are more of them back here.”

**Arval -** “What in the blazes are they? Evangeline, don’t fail me now!”

***Lucius*** *responds:* “It has a name! How cute!”

***Arval*** *shoves* ***Quill*** *to the side so he can aim and take a shot.*

***Quill:*** “Who names a crossbow?”

***Lucius:*** “It’s a very nice name.”

***Arval*** *lands a hit on* ***Remnant 1***

***Lucius****:* “**Arval** great shot! Very impressed!”

***Arval***: “Thanks, kid!”

**Remnant 2 -** *He moves from out of the corner and locks eyes with* ***Aila****. He holds out his hand and a blade of black energy forms. He then runs in to attack her.*

*Attack roll: 23 - hit*

*Damage: 15 psychic damage*

*The blade doesn’t make any cuts but seems to just go through her.*

***Katie:*** “Oh, that hurt a lot!”

**Nova - *Nova*** *stands and looks at the attackers. She recognizes them because she’s dealt with their group before. She does not see the blade of energy because she does not have Darkvision.*

*Insight Check to see who the* ***Remnants*** *are after: Nat 1 -* ***Nova*** *tries to see if they are after someone specific but her mind quickly goes back to her panicked escape from the shuttle.* “Oh no! Oh no!”

***Nova*** *casts Eldritch Blast with an attack roll of: 7 - miss*

*Her sword glows before a blast of blue light shoots out from her hand. Unfortunately, the large number of people in front of her and the target’s ability to dodge prevents her from landing a hit.*

**Remnant 2 -** *He will attempt to run across the wall like the first guy. He manages to move, but he doesn’t miss the attack of opportunity.*

***Aila*** *will try and attack: 24 - hit*

*Damage to him: 9 points*

**Remnant 1 -** *He summons his own energy blade and attempts to attack* ***Sentry***

*Attack roll: 19 - hit*

*Damage: 11 psychic damage*

**Aila -** *She turns and attempts to hit* ***Remnant 1.***

*Attack roll: 12 - miss*

**Sentry - *Sentry*** *anxiously looks at the attackers and recognizes their attire. It is very similar to armor that* ***Starbane’s*** *troops used to wear.*

*Casts Thunderous Smite and attacks: 16 - hit*

***Quill*** *realizes what’s about to happen and instinctively brings his hand up to cover one of his ears.*

*Damage: Full Damage! 11 from the battle-axe and 12 lightning damage for a total of 23*

***Sentry’s*** *eyes glow purple as she slams her axe down. It hits the* ***Remnant*** *and he is thrown back into the stairs. He is dead.*

***Aila:*** “I love you! That was amazing!”

**Yusef -** *She is definitely shocked as she watches* ***Sentry*** *take down the first* ***Remnant****. She quickly composes herself though and lifts her holy symbol.* “Siaska please.”

*Casts Sacred Flame*

*Dex saving throw for the* ***Remnant*** *- succeeds, no damage.*

***Lucius -*** *“*Oh! Crikey!”

*Casts Ice Knife: 22 - hit*

*Damage: 1 piercing*

*Dex saving throws for* ***Remnant [fails], Quill [18 - pass] and Arval******[fails]*** *as it explodes*

*Damage: 6 cold damage*

***Arval:*** “Ahh!”

***Lucius:*** “Oh, I’m terribly sorry!”

***Quill***: “Oh!” / Other sound of distress

***Lucius:*** “I’ve only done this on training dummies before, I’m sorry!”

***Quill -*** *He swings his wing forward as he casts Gust.*

*Strength saving throw [DC: 13]:* ***Remnant 2*** *fails and is pushed 5 feet away from* ***Quill.***

*He then moves to the back line [****Tom:*** *“Which was once the front line!”]*

*Bonus action Healing Word on* ***Aila****: 5 hp*

***Mark:* Tom’s** not used to playing low level characters! He’s going through spell slots like he’s going out of business!

***Katie*:** Thanks buddy!

***Tom*:** I’m doing my job!

***Katie*:** Yaaayyy! \*clapping\*

***Trott*:** What’s that like?

***Tom*:** What?

***Katie*:** You wouldn’t know!

***Arval -*** *He swings his crossbow onto his back and pulls out a club.*

***Lucius***: “Look, I said I was sorry!!”

***Arval,*** *pointing at* ***Lucius***: “I’ll deal with you later.”

*He attacks the* ***Remnant*** *with a cry of “*Damn sky pirates!”

*Attack roll: 19 - hits*

*Damage: 4*

***Remnant*:** “You’ll pay for that, Dwarf!”

***Arval*:** “Yeah, you can pay for a lot of things, like new fucking crossbow bolts!”

***Remnant 2 -*** *He turns to* ***Lucius*** *because of his Ice Knife and deactivates his blade.*

***Lucius****:* “Take anything you want!!”

*The* ***Remnant*** *then teleports to the back of the corridor and attacks him with a Witch Bolt*

*Attack Roll: 8 - miss*

***Lucius:*** “Ahh!”

***Remnant*:** “Even if you kill me, none of you are leaving this ship alive.”

***Lucius***: “Why are you so mean?”

***Nova -*** “Ah!”

***Remnant* *2*:** “Stay out of the way, Genasi.”

***Nova*:** “Why are you here?”

***Remnant* *2*:** “...”

***Nova*:** “Court of Shadows! COURT OF SHADOWS!! He’s with the Court of Shadows! … I’m surrounded by idiots!”

*Bonus action Hex on his Dexterity*

*Casts Eldritch Blast: 13 - miss*

***Tiangong:*** *“Wield”*

***Aila -*** *Moves closer to the enemy and readies an action to smash*

***Sentry -*** *Casts Shield of Faith on* ***Arval*** *before moving up to protect him and* ***Lucius***

***Arval:*** “What? What did you do?”

***Tom*:** Wait, so first turn attacc, second turn protecc..?”

***Rhi*:** I protecc and also attacc!

***Yusef -*** “Guardian, I don’t know if this will work but I hope that it will.”

*Casts Cure Wounds on* ***Sentry****: 8 hp*

***Lucius -*** “Ehm…”

***Arval*:** “Now don’t be hittin’ no one else! Hit the bad guy!”

***Lucius*:** “Ohh! You’re making me nervous! Ah!”

*Casts Firebolt: 7 - miss as it flies into the ceiling*

***Lucius:*** “That’s not good! **Arval** use one of your shards in your leg and put it out.”

***Arval*:** “I don’t wanna look up right now. I don’t wanna see it! I don’t wanna deal with it!”

***Quill -*** *He moves up to* ***Sentry*** *and casts Guidance.*

***Arval* -** *Spends his turn reloading.*

***Remnant 2 -*** *Casts Witch Bolt at* ***Aila****.*

*Attack Roll: 2 - miss*

***Nova -*** *She draws out* ***Tiangong*** *and attacks.*

*Attack roll: 23 - hit*

*Damage: 8*

*The sword slices through his body, leaving behind a faint blue nebula. His body then splits and collapses to the floor.*

*COMBAT OVER*

**L*:*** Uh!

**Q:** Ohh…

**N:** I’m so sorry!

**L:** That was amazing but also awful!

**N:** I just wanted him to stop!

**A:** You should use that more often. Really, really.

**L:** I can’t look!

**Aila:** You do look a little bit weird, when you use it, though. We need to work on that

**S, over A:** Took a lot of bravery

***Quill*** *runs over to the stairs to see if he can see if the first* ***Remnant*** *is there. All he sees is darkness though so he can’t tell.*

**Ar:** Now are these things gonna melt out of me or what?

**L:** Whoops, I’ve never done it on a human before. Dwarf! Dwarf!

**Ar:** What’s that supposed to mean?

**L:** Uh, it’s usually training dummies or bags of sand. I’m sorry!

**Ar:** It’s not the first time I’ve been mistaken for a bag of sand, ugh. Somebody! Sister, Sister please!

**Y:** I’ll deal with you in a second, Dwarf but first I must check on my charge.

*The woman moves to her room and ducks her head inside.*

**Y: Corrin**, is she alright?

**C:** Yes, yes, she’s fine. I thought that that thing was going to come in here.

***Nova*** *crouches down and moves her arm as if she was going to close the* ***Remnant’s*** *eyes. Realizing that the mask is in her way she desperately starts searching the body. There’s nothing to really note besides his armor, dagger, and electrum charm which is worth about 5 silver. She realizes that the only way to identify him was because she had encountered his group before. Up above, there are still sounds of battle, the roaring of fires, and the thunderstorm which rattles the ship. (53:08 V)*

### Part 2\*\*

## **Episode 2: Daddy’s Lost Luggage**

### Part 1\*

RECAP

**Mark:** *Quick recap of what happened last time on High Rollers in Aerois… You guys were, all for your own reasons, your various characters, were travelling aboard a sky ship, one of the marvels of modern Aerois made possible through aetherium, a special resource. The particular sky ship you were on was called the Sparrowblade, and it was headed for the floating sky city of Gusthaven.*

*You had travelled across various different continents and you left a port called Imexan, and were travelling across the sea towards another stop-off point called Goldthrone before completing your journey to the sky city itself. In the middle of the night, you were awoken by a terrible storm, flashes of lightning and peals of thunder echoed throughout the ship, and the sound of battle shook you awake and drove you to take action. When you left your cabins, you met with each other as well as several other passengers that were travelling alongside you, and you were attacked by mysterious masked figures that seemed to have arcane powers; and attacked you in the aim to simply kill you, it seemed like; they had no objective beyond eliminating witnesses.*

*After this, you managed to explore a little more of the ship and discovered that in the keel, a creature, a creature called a stalker, a Remnant stalker, had been unleashed and had killed most of the crew, but to reach the glide-sails, these parachutes and escape the crashing airship you had to do battle with it. You defeated the creature, although not without cost, several of you took serious beatings from the creature, but you managed to escape.*

*However, a dwarven passenger called Arval was separated and drifted off into the woods; and you found yourselves crashed in a large valley. Snow-tipped mountains, autumn, trees are dying - things are beginning to approach towards winter, the air is very very bitter, very very cold; and it just seems to stretch out before you.*

*That is pretty much where we left off, you guys had made your way to recover Arval, the dwarven passenger, and as you tracked him down, you witnessed that he was fending off four humanoid creatures that you saw from a distance, that were wearing ragged furs, leathers; covered in tribal, swirling pattern tattoos and appeared to be elven in nature. And we begin this week by rolling initiative.*

*Various grumbles from the party ensue, with Mark informing them they don’t have to fight. Initiative is rolled.*

**M:** It’s important to note the initiative here, because the last thing you saw as you approached, you guys were making your way quietly through these thick pine tree woods, but Sentry just happened to lean on a tree and as she puts her foot down you hear a large audible branch snap.

*These four elves, two of them had been firing arrows haphazardly towards* ***Arval,*** *who is ducked behind several fallen logs with what appears to be a broken leg. Two more had come around his side, flanked him and one had shot him with an arrow, as his eyes flutter closed and he collapses into the leafy ground.* [ V- 9:18 ]

### Part 2\*

**Mark**: You guys had crashed down in this valley, which you’ve now learnt is on the continent of Suvonna and is called the Bitterwood. You rescued your friend **Arval**, who had suffered a kind of desperate injury and was bleeding from an arrow wound. You managed to convince a group of wild elves to leave you alone, with **Lucius** paying them 50 gold - which I hope he’s marked off D&D beyond.

**Trott**: I have, you can check sir.

**M**: He paid them off and they’ve gone off, but they did warn you that if you wish to continue traipsing around in their woods you may have to deal with their leader or them again in the future. You have had a discussion, you’ve learnt quite a lot about some of your companions and the world you are in, and you’ve made the decision to check out the airship crash site of the Sparrowblade, the airship you had flown in on. The crash site itself - so I’m guessing that you leave the NPCs behind and it’s just the five of you that go towards the crash site?

**L**: If they’re looking after **Arval** then yeah, we’ll put them somewhere safe, behind a big rock where they can’t be seen.

**M**: You can find some clumps of trees and rocks and things like that, but it’s fairly - they can stay as hidden as they can -

**A**: So can the elves.

**M**: - it’s not like you can tuck them into a little cave.

**L**: If you come into trouble, make some sort of bird noise that **Quill** can pick up on, that he knows is not another bird of the local land, but is a bird noise that is so distinct that we know it’s you in trouble.

**A**: or you could just shout.

**Q**: or just shout, yes [inaudible, Mark talking over]

**M**: **Arval’s** probably like “quite honestly, by the time you hear us shouting and you come back, either it’s gonna be going real bad, or we’ll be fine”.

**L**: Okay.

**M**: he just, like, you can see he’s kind of like propped up, sitting on the ground with his little broken leg stuck out, and he’s got Evangeline and he’s loading it with two crossbow bolts in like this double chamber that he has. And yeah, he’s just loading that up, and you can see the others are kind of getting themselves ready and preparing themselves. Yeah, it’s kind of got two sets of arms and it looks like it rotates around and then he can fire the other one.

**Q [Tom?]**: Nice!

**M**: Yeah, it’s like a double-barrelled kind of thing.

**Kim**: it’s better than Reynard’s.

**M**: No, Reynard's had like a clip of five. Anyway, enough of campaign 1! So, are you trying to approach the crash site stealthily, or are you just going to try and investigate it?

**Q**: So I think - I think we’d leave them behind, but still sort of coast the trees, until we get to a point where it’s so close that the only way we can get any closer is by leaving.

**N**: Sneaking.

**M**: Is everybody good with that? That sounds like stealth checks from everybody then, please. Tell me the lowest one!

**L**: Can I take my coat off and turn it inside out, so it’s slightly less garish, but it’s still satin -

**M**: It won’t make much of a difference. It still stands out as much as normal.

**A**: twenty-two [low, unclear]

**Q**: I got Fourteen.

**M**: Sentry, you do make this with disadvantage, because of your armour.

**S**: Ten.

**N**: Eighteen.

**L**: Seven.

**M**: So this time, Sentry, you’re not moving quietly but you’re managing to follow the others, you’re kind of stepping where they do, kind of meticulously following them. You’ve turned your coat inside out, but as you’re moving along, you didn’t quite anticipate it keeps getting caught on things.

**L**: All the gems are on the inside.

**M**: So they’re like catching on things, and like irritating you, and you’re like “Oh!” as they keep nipping at your skin and things like that, the little clasps.

**L**: Oh! It’s pinching! Awful!

**M**: Yeah, and you keep making like little noises and things.

**L**: This is exciting though, isn’t it? Tracking?

**A**: Shhhh!

**L**: [whispering] Sorry...

**M**: So, you guys make your way to the edge and look out. What you can see is heavy upturned earth and just the prow of the ship kind of stuck out, you can see that most of it is broken off and then the rest of the ship is broken up into sections behind it. You can see the three different tiers, the three different decks of the ship inside, but it’s all been thrown about chaotically, there’s huge holes in parts of it, there’s debris scattered everywhere. As you get closer - most of you don’t notice, you’re kind of looking around, you can see that there’s like boxes, and there’s barrels, kind of scattered around. **Quill**, there’s two things you notice. The first one is, you do see what appears to be a body - you can see like an arm in a long coat, just kind of draped over the top section of the prow, you can just see this arm, dangling over the side of it, basically, that’s all you can see. The other thing is, you can hear, probably padding around not very far from you at all, you can hear animals padding and scratching.

**Q**: Stalker-sized animals? Or just…

**M**: Hard to tell, this isn’t - literally, with your Observant, you hear what sounds like maybe four creatures, just padding and scratching and scrambling, maybe snarling, snapping at each other?

**Q**: There’s definitely some animals in there, by the way, scavenging. Um, but if there’s animals in there, do wild elves, no offense, do they use animals to-to look for things?

**A**: Would they use animals to look for things? In other clans, maybe?

**M**: Maybe.

**A**: Can I listen and hear what kind of animals, see if I recognise -

**M**: Sure, you can make a perception check. You’re just listening at the edge, unless you want to step closer.

**A**: natural one.

**M**: You’re trying to listen, but all you can hear is like “Ah! Ooh!” [Lucius voice], and scribbling of **Nova** as she’s like sketching or writing things.

**A**: I don’t know about this clan, they might -

**L**: Brambles! Everywhere! Look at the size of that-

**A**: You need to shut up. Immediately.

**L**: Oh, sorry.

**A**: If we die because of you and your stupid little gems-

**L**: Well, some of them are quite big, but yes.

**N**: Do you think these trees are evergreen or deciduous?

**Q**: Either way, there’s-

**L**: What are you writing, **Nova**?

**N**: I’m just trying to decide, are they evergreen or deciduous?

**A**: I snatch the quill out of her hand.

**N**: I just get another one out.

**A**: How many do you have?

**N**: Well, you never know when you’re gonna need one!

**L**: she’s quite right.

**Q**: Stay away from my wing!

[Laughter]

**Q**: There’s definitely a lot of animals in there, anyway, scavenging.

**A**: What part is this? There’s three parts, you said.

**M**: so you guys are on the very edge of the treeline, you’d have to climb up onto the upturned earth and then it will slope down. This is the very front, the prow, I think. You can see it has a long sort of blade-like front, it’s quite tall because it’s three of these decks, and **Quill** just spotted this arm flopped over the side, but it looks like whoever that body belonged to is up on the very top deck. There was probably a front mast, it’s been broken off and you can probably see a huge chunk of it in the woods on the other side of this crash site. But you’ll have to climb up on this upturned earth and go down to get into the actual wreckage.

**L**: And I imagine that’s quite big?

**M**: It’s quite big, yeah, the Sparrowblade was quite large. It’s not the largest, it’s not like a galleon ship - imagine, like, when you’re in the decks, it was - let’s say ten feet for the sake of it, and then there’s the top deck, so it’s like 30 feet plus a little bit extra for like the edges and stuff like that. 30, 35 feet tall.

**L**: And the earth is that tall as well?

**M**: The earth isn’t that high, no. The earth is turned up, it’s probably about ten feet, you could just scrabble up it. You’ll have to climb up it and peer over. **Quill**, you begin to hear what sounds like animals fighting, like shaking something heavy around \*growling noises\*.

**Q**: okay, well, if they’re trained animals I don’t believe they’d be fighting like this, I’m sure you can all hear that.

**A**: Can we hear that? Or is it just him?

**L**: hear what?

**M**: Just him.

**Q**: Right, okay, I have an idea. **Aila**. If we go up there, we might be able to just peek over the bit of, uh, up there, just up there. Just us two, you three, you can keep writing about evergreens, you can keep getting pinched by gems, and just -

**N**: actually, I think they’re deciduous.

**Q**: - and you’re just far too loud, **Sentry**.

**S**: I’m sorry, I am heavy. It’s… not ideal.

**Q**: we can just sneak up there, have a little look -

**M**: It’s not ideal in this situation, ideal when being hit by stuff.

**S**: Yes.

**A**: can I have a quick look around and see if I see any humanoids, any elves, in the surrounding area?

**M**: So you just try and look and see if you see them, or are you looking for tracks?

**Q**: So I guess to our left and right, there’s just the edge of this forest?

**M**: It’s just the edge of this crash, this kind of like carved earth that stretches out.

**A**: I’ll look for tracks and see if I can see how fresh they look.

**M**: That’s a survival check.

**A**: Trash, ten.

**M**: You look around, the earth here is - it hasn’t rained, but just before the crash you think maybe it rained quite heavily. You look around, but you don’t see anything really, you don’t see any signs that it’s been disturbed by booted humanoids.

**Q**: It’s been more distrubed by a big -

**M**: A big old airship, yep.

**A**: How far out of the treeline is it until the earth?

**M**: just five, ten feet, it’s not much.

**A**: Okay. Well, I can have a look.

**M**: the trees are so densely packed here that it’s carved its way through and thrown any trees aside. You can see that there are huge fallen logs and stuff like that, but generally the treeline goes all the way up until the earthen embankment. So you’re gonna sneak up?

**A**: yeah, and look.

**M**: Okay, give me another stealth check.

**Q**: I was also going.

**M**: okay, stealth check.

**S**: Can I use *Divine Sense*?

**A**: Natural twenty!

**Q**: I got thirteen.

**M**: And you’d like to use *Divine Sense*, and that’s 60 feet, and it’s fiends, fey or undead. So you stretch your mind out, and you focus the energy of the matrix and will, and a faint kind of ‘ping’ pulse echoes out. You don’t get the sense that there’s any of those creatures nearby.

**S**: Cool.

**L**: **Sentry**, you just did a weird thing.

**M**: The two of you, you crawl your way up, you’re kind of one armed pulling yourself up this embankment - it’s not high, but you’re keeping yourselves low and things like that. And looking out, you can now see the wreckage of the ship spread out, you can see that there are, quite a lot of boxes are intact. Either they were secured and when it fell they just got thrown around, the contents of them might be broken, but a lot of the barrels and boxes actually seem to have survived. You can see that the mast itself seems to have broken off into several segments. You see there are no signs of any elves. You can see a pack of four wolves are on the far edge of the front of the prow, and they have what appears to be a large tattooed arm that they’re fighting over. This larger-looking wolf is keeping the others backed off but they’re kind of chomping on it, and that’s what you can see from there. You do notice that the ship itself is in fairly, like - it’s broken into these three parts, but the decks are still - you can probably walk between them and stuff like that. You would also spot this arm dangling off, and you can see from the edge of the cuff it’s probably the captain, she’s up on the top and it doesn’t look like she’s moving, just looks like a body up there.

**A**: What deck are the wolves on? Are they on the ground?

**M**: They’re on the ground. They’re in this dip of the carved through earth, and they’ve got this arm that they’re fighting over. They’re just four wolves, long shaggy grey furred wolves.

**Q**: Are we currently as high as the top deck of the ship?

**M**: Just about, it’s ten feet of dirt and embankment, the lowest deck is about ten feet.

**Q**: And is the ship like right next to us now?

**M**: You’d have to slide down.

**Q**: Oh, I see.

**M**: It’s about ten feet. I didn’t have Dwarven Forge to make you a cool map of a crashed airship, I’m afraid.

**Q**: It’s cool.

**M**: But Dwarven Forge, if you’d like to make some airship terrain…

[Laughter]

**N**: Are you guys coming back to like tell us this, or…

**A**: Nah. Yeah, I was joking.

**N**: Can anyone make the sound of a bear?

**L**, **quietly:** grr

**A:** I don’t think making sound is a great idea…

**N**: no, but, I can do this thing where I can make images, so if we want to scare the wolves off, I can make the image of a bear. But it doesn’t have sound, so I need someone to be like grr, arrr.

**Q**: Well, you could make an image - they’re tearing apart an arm at the moment, you could make an image of a person, and then lure them, rather than chase them away.

**N**: I’d still need to make sound to make it convincing… I don’t know, elves are pretty dumb - elves? Wolves!

**Q**: Wolves.

**N**: Sorry!

**L**: Thank you.

**A**: Some of us are.

[Laughter]

**Q**: Alternatively -

**N**: We fight them!

**Q**: Wolves. I’ve never - have you - has anyone -

**A**: Yeah.

**Q**: Wolves? You have? On your own? Against four?

**A**: They’re quite - in packs, they can be quite dangerous, and there’s four of them.

**Q**: But there’s five of us.

**M**: I’d say **Aila** can give me a nature check.

**L**: Ideally I’d like not to fight wolves.

**N**: Can I help?

**M**: You can make a nature check, this would be more like book learning.

**L**: If we can scare them…

**A**: Thirteen.

**S**: Would I know, like, what wolves are?

**M**: Sure, anyone can make a nature check.

**N**: Sixteen!

**S**: Three.

**M**: So with a thirteen… You’ve already said basically what you would know with a thirteen, they’re pretty dangerous in packs, they’re pretty cunning, especially if they’re being territorial. With a sixteen, **Nova**, you probably would have read that they don’t like fire, people who love in the Lowlands will try and fend them off with torches, or flames. Also, yeah, larger predators like bears would generally scare them off. Loud noises can sometimes make them scarper as well. It depends on if one of them is the alpha. If one of them’s the alpha then they’ll probably be braver, if none of them are the alpha then they’ll probably be scared off pretty easily.

**N**: I relay that to the group, reading from a different scroll.

**M**: And with a three -

**S**: It was a two, I have a minus one.

**M**: Wolves weren’t a big problem in Solwynn, like, you’ve heard of wolves? I don’t think you’ve even seen a wolf before, they just look like dogs. You’re like dogs, yeah, same thing.

**S**: Can we go see the dogs?

**A**: Emmm…

**L**: I suggest not.

**N**: Did any of them look like the alpha?

**A**: There was one that was big.

**N**: That’s probably the alpha.

**L**: You said something about fire -

**M**: One was more aggressive.

**A**: Aggressive, yeah.

**N**: They don’t like fire. Or bears.

**L**: I can make fire.

**S**: I don’t like fire.

**L**: You don’t like fire?

**S**: Can we - can we not do the fire?

**L**: I wouldn’t use fire on you, **Sentry**!

**S**: Or I could go away…

**L**: Yes, you can hide.

**S**: I can hide, can I do that?

**L**: Just cover your eyes like this, and I won’t pont that fire at you.

**S**: Okay, that’s okay.

**N**: Well, how about you make fire, and I make bear?

**L**: Firebear.

**N**: Yes!

**L:** No, that sounds like a great idea.

**S:** This is all sounding very scary.

**A:** There are a lot of crates with stuff.

**Q:** Yeah, also…

**L:** I’ll fire it at the wolves, not the airship. They’re on the side, right?

**A:** Yes, but…

**L**: I’m a great aim.

**Q:** I - I don’t think that’s true.

**A:** We have not yet seen you aim well.

**L:** It was in a corridor and I was attacked! But we have the jump.

**A**: That was a small space, and you still missed -

**L**: Exactly! Fire in a small space is a terrible idea, but we’re outside.

**N**, **whispering:** Firebear, firebear...

**A**: Try it, sure. I mean, we can just hit it.

**L**:Yes. It has the okay then.

**M**: **Quill**, you hear the wolves stop the growling and fighting. You’ve come back down, but you hear - you faintly pick up that that noise has gone.

**Q**: I don’t want to alarm you, I know I’m not very good at alarming quietly - but, um, the - the wolves- they’ve stopped - stopped tearing - they- they -

**L**: Oh no! They heard us!

**Q**: we need to - get the firebear out. Get the firebear out now.

**M**: You can just talk normally, for our poor audience!

**Q**: Maybe now is a good time to get the firebear out.

**N**: Ok. Where?

**Q**: If this is definitely going to work.

**N**: Point the direction!

**L**: Yes!

**Q**: Over the hill, you’ll see them, there’s four of them.

**L**: I can arc, if that would work.

**N**: Let’s go up, come on!

**M**: So **Nova** and **Lucius** go up to the top -

**L**: Here we go. This is exciting!

**M**: The rest of you stay behind. So **Nova** and **Lucius**, you scramble up to the top of this earth embankment, you look down, and you see two wolves. They’re at the edge of the prow looking up, and when they see you they howl. What are you doing?

**L**: Oh no…  *Firebolt*…

**N**: BEAR!

**M**: Okay, so you use *Silent Image*?

**N**: It is 60 foot range - *Silent Image*, yes, it’s an eldritch invocation.

**M**: Okay, I’ll make an intelligence save for the wolves, which they’re pretty dumb at. And then you are firebolting one of them?

**L**: Yes, that’s a nineteen plus five, twenty four.

**M**: You hit that wolf, no problem.

**L:** I wasn’t aiming, I was just trying to hit in front of them, to scare them away.

**M:** oh, okay. So you launch out -the two of you kind of stand up, and you hear them howl, and you throw the firebolt out. It hits the ground in front of them, it’s mainly like dirt and wood, but there are scatterings of wood splinters, little bits of moss that have fallen off. You catch them and this large flame erupts. You hear one of them whimper desperately, as it falls back. And then as the other one is skirting to the side, this large, silent bear, looms up - it seems to be enough that the wolf backs up and is like scampering backwards.

**L**: It worked!

**N**: Just to myself, I’m going “rawr”.

**L:** Fantastic job, **Nova**!

**N:** That was brilliant!

**L:** It looked just like a bear!

**M**: 17 AC? What’s your AC?

**N**: My AC is 15.

**L**: 12.

**M**: So as you’re celebrating and looking down, from the sides, one on each side, one wolf launches itself at you, Lucius, but you manage to twist your body in time -

**L**: Aaaah!

**M**: You manage to just body block its jaws like with your hands, and throw it to the side. However Nova, one collides into you, slamming you with its body, and then it chomps its jaw down.

**N**: Can I - well, I don’t know how reactions work, but can I cast Shield as a reaction?

**M**: Shield is a reaction. So that adds 5 to your AC, so that would boost it to 20. So yes, as the wolf launches at you, you see it’s about to bite you, so you just close your [?], you feel the pulse from *Tiangong*, and this invisible barrier just \*brrm\* around you. That lasts until the end of your next turn. So the jaws of the wolf just clamp around, it’s trying to bite onto your wrist but it doesn’t quite get through, and it fails to actually do any damage to you. And that is gonna be initiative.

**L**: Oh no! Oh no!

**N**: Question. *Silent Image*, that’s a spell slot, right?

**M**: No. If it’s an eldritch invocation - it will say under warlock whether it is or not, I don’t believe it is however.

**N**: No, okay, so I’ve only spent one on *Shield*.

[Overlapping “Wolves! Bears! Fire! Oh my!” from everyone]

**A**: 13.

**Q**: Natural 20, 22.

**N**: 10.

**L**: 16.

**S**: Natural 1.

**Q**: Your beginner’s luck has already worn off!

**S**: I know!

**M**: So, **Quill**. You see at the top of this ten foot dirt embankment, you watch as just silently, they almost appear out of nothing cause they obviously kept close to the ground as they made their way up the dirt embankment, these two wolves launch out of the sides, and one collides into **Nova**, almost chomping down on her, and the other one **Lucius** barely manages to throw to the side. You hear the whimpering sound of two of them below and the sound of a fire.

**Q**: The embankment in front of me, could I get to the very top of it in one turn?

**M**: Yes, it’s ten feet. It’s difficult terrain, but you could easily scamper up to the top.

**Q**: Oh, I see. The one that - how close are both - I guess on the very top of it, like they can just tip right over.

**M**: Yeah.

**Q**: Could I scramble up and use my claws in an attempt to run, dig both claws into it and then push it off?

**M**: So you’re trying to shove it more than do damage to it?

**Q**: Yeah.

**M**: Okay, so that’s gonna be a strength check. I am going to give you disadvantage, because obviously being one-handed you can’t quite put the same amount of weight that someone with both of their arms would be able to.

**Q**: Okay… it was an unnatural twenty but it’s just ten.

**M**: So you rush up and bring your claws out, and you go to shoulder-barge and throw your arm into it, but this wolf lowers itself down for a second, as you go to shove, it throws its shoulder and sends you off-balance. It doesn’t send you flying back, it just growls and its eyes lock onto you as it bares its teeth. **Lucius**, what’s your dexterity?

**L**: It’s +2, 14.

**M**: The wolves are gonna go first, unfortunately. So one of them is gonna turn onto **Quill**.

**Q**: I’m so delicious-looking!

**M**: The two that were down below, I’m going to make a wisdom saving throw for both of those.

**N**: Quick question, *Silent Image* is a concentration spell, so should I have made a check?

**M**: It’s if you take damage, but can you check if *Shield* is concentration?

**N**: I don’t think it is, no.

**M**: No, you’re fine, it’s if you take damage you have to check and see if it goes. However, now that the other two have engaged, whatever fear the other two wolves had, they manage to overcome a little bit, and one of them on each side rushes up. One rushes next to **Quill** - does take their full turn to rush up though - and the other one comes up on the other side of **Lucius**. However, emboldened by its ally, the one that was snarling at you is gonna attack.

**Q**: Oh no.

**M**: 16 to hit you.

**Q**: I believe that does, yeah.

**M**: 8 points of piercing damage, can you make a Strength saving throw, please?

**Q**: That’s a lot of damage! And a dropped dice.

**M**: You have two arms. I know Quill -

**Q**: It’s RP! And it’s bad, it’s very bad.

**M**: Well re-roll, because it went off the table.

**Q**: Oh, okay. Better but still not great, 12.

**M**: It’s enough. You feel it grabs onto your one remaining arm, bites its jaw down, and it’s pulling you, but you manage to tug your arm back. But you feel the flesh begin to tear, causing bleeding. On the other side, **Lucius**, now the other one’s gonna try and attack you.

**L**: Oooh!

**M**: that’s gonna be 20 to hit, unfortunately. Strength saving throw, please, and you also will take six points of piercing damage.

**L**: I rolled a 4.

**M**: So you are pulled to the ground, into the dirt. Your face is smushed up against the wet damp leaves and mud and sticks. And it is your turn.

**L**: Shit. Oh, Christ.

**M**: You are currently prone.

**L**: This is pretty bad for old Lucius.

**N**: You’re fine - oh you’re not fine.

**L**: two HP.

**A**: None of us have that much.

**N**: I’m fine, I’m on 20. You’re a barbarian, you have enough health.

**A**: Nobody has healing.

**M**: Yeah, your cleric’s out of spell slots.

**Q**: Woops.

**L**: I’m just gonna reactionary *Chromatic Orb* the closest one. Ranged spell attack, it’s a four-inch little dot of cold - fire, sorry - no, cold.

**M**: Let me just check one thing… You have disadvantage on attack rolls because you’re prone.

**L**: I’m gonna get up.

**M**: So you stand up, and then you summon the energy.

**L**: Chromatic Orb, cold, at one of them. That’s a nine.

**M**: Nine is a miss. It leaps to the side as this icy blast erupts, coating the ground into a patch of frost. But you watch as this wolf throws itself backwards, skids a little bit, \*growls\*.

**L**: I assume Dichromancy has to hit for it to function?

**M**: No, no it doesn’t. If you cast a spell of first level or higher, with a damage type that matches one of your dichromancy options, it does - your charisma mod plus your Sorcerer level, I think, let me check that.

**L**: So that is 2, plus 3, so 5 points of cold. My right, blue eye flashes.

**M**: You watch as he looks at a blue part of his costume or a gemstone, and with his other hand, whilst the cold misses and scorches the dirt, he pulls off a trail of blue frost from the blue gemstone, whips it around, and it clashes into one of the wolves’ necks. \*whimpers\* as it spreads over its body and coats it.

**L**: I’ve got fifteen feet of movement, right? I’m gonna scramble away, I know there’s opportunity.

**M**: It has advantage because it’s got an ally there… that’s a 23. That’s seven points, I’m afraid.

**L**: yep, I’m down.

**M:** So, you watch as **Lucius** launches a spell and then desperately tries to run away, and then the other wolf, the one he lashed with the ice, leaps forward and grabs him by the ankle, and you can see as he pierces through, you hear blood erupt. *[To Trott]* Can you make a constitution saving throw for me please? DC 10.

**Trott:** *[rolls]* Yes, pass.

**M:** OK, so you’re down but you don’t take an injury as **Lucius** facepalms into the earth.

**Trott:** *[Making fun of Mark]* Facepalms?

**M:** Facepalms. No, face*plants.* Aila?

**A:** I am going to rage.

**M:** You see the wolves surrounding, and you’re just like *[growls]* and you feel this crackle of lightning begin to course down through your veins.

**Katie:** And then… yup, I’m gonna hit one, and I’m also going to use one of the charges on my hammer.

**M:** ‘Kay. That is an action to do though...

*[Talking over each other, Katie decides not to use her hammer’s power, just do an attack, not reckless.]*

**Katie**: 13?

**M:** 13 is enough, which side are you going for? The ones attacking Quill or the ones attacking Lucius?

**Katie**: Lucius.

**M**: Okay, so you rush up, you see him go down, and the one that grabbed his foot, the one that he’d injured with his cold, you just bring the hammer slamming down.

**Katie**: 9, 10, 11, 12… 14 damage.

**M**: You catch this thing’s head. You bring it up, you see that it’s about to leap to the side, so with great strength as it’s coming down you pull the hammer back round and catch it on the side. You actually tear its neck partially off. You hear the spine snap as its head is nearly ripped from its body by the force of this hammer blow. The body hits the embankment, skids and rolls down. You see the other one back off, you see this other wolf beginning to back off. The two fighting **Quill** -

**A**: I’ve got the crackling lightning, my eyes are really piercing blue.

**M**: It sees you as this predator, and it’s backing away from you immediately. The ones fighting **Quill**, however, are still fighting strong. Nova.

**Kim**: So **Lucius** is fallen -

**M**: You watch him literally \*pained noises and thud\*

**Kim**: Is it a medicine check if you’ve got no potions?

**M**: Yeah, medicine check to try and stabilize him.

**Kim**:Hmm… What happens if you roll low? Does it make it worse, or?

**M**: You don’t know. Could do, might not.

**Trott**:His fingers become an infected wound!

**M**: You just get dirt, and you just shove it in there-

**Kim**: Right in there, gangrene it up.

**M**: It looks like his body’s like- the way hit points work is like, hit points don’t always represent injury, it’s almost like his system’s gone into shock.

**Tom**: So we just need to bring him round, essentially.

**Kim**: Yeah, slap him a bit. So there’s one wolf next to us?

**M**: There’s one wolf next to **Lucius**, that is now backing off because **Aila**’s stood over him with this hammer, and then there's two next to **Quill**, which are- one’s got his arm and is trying to drag him to the ground, and the other one looks like it’s ready to pounce on him again.

**Kim**: Okay. Can I place a- where’s the alpha? Well, I guess that’s probably it. *[Referring to one of the wolves]*

**M**: You look at them, and of the four of them none of them look bigger than the rest of them, whatever **Quill** and **Aila** saw, it just looked like one of them was being more aggressive. I’m not sure if any of these are actually an alpha.

**Kim**: Okay, can I make a medicine check?

**M**: Sure. Taking this moment where this other wolf is backing away from **Aila**, you rush up, tucked behind **Aila**, and you start looking at **Lucius** and his injuries, you maybe wrap a bandage around the bleeding-

*Roll results: 9*

**M**: You’re not quite sure what you’re doing.

**N**: I didn’t take that course!

**M**: You’re trying to tie it off but you didn’t quite tie it tight enough, you’re slapping him around the face but nothing seems to be working. **Sentry**.

**Rhi:** Cool. Can I go to **Quill** and try and give him a hand?

**M**: Yeah, sure. So you stomp your way up this dirt embankment, and you stand next to **Quill**. He’s got one wolf tugging on his arm and another that looks like it’s ready to pounce.

**Rhi**: Can I get the wolf that’s tugging on his arm and try to get that wolf to stop.

**M**: Yeah, if you just want to make an attack with a battleaxe, it’s on your combat tab, you roll a d20 plus your attack bonus for the battleaxe.

**Katie**: He [**Quill**] is standing back to give you a clear shot, like -

**Q**: Don’t take the other arm!

**Rhi**: Oh no, I’m like an old person. Oh my god, I’ve got so many tabs open. That’s a 14.

***Mark*** *clarifies attack and damage. +5 is 19, easily a hit.*

**M:** The battleaxe comes down. Now roll the damage, which is a d8 +3.

**Rhi**: 8, so that’s 11.

**M**: With this, you wait. **Quill** looks at you, there’s a shared nod, he yanks his arm back which throws the wolf off its feet, you bring the axe down. It slices through its neck and decapitates the creature entirely.

[*Celebration*]

**M**: you watch now as the other wolf begins backing off, and at this point - it is actually **Quill’s** go first, before he has a chance to retreat.

**Q**: So they’re backing away?

**M**: It does look like this one is looking at **Sentry** and \*growls\*, backing away.

**S**: Bad dog.

**Q**: is there any way I could be within five feet of both of them?

**M**: Yes.

**Q**: I would like to move to that position.

**M**: However, Aila and Lucius’s body would still be in there as well, they’re clumped in the middle as you’re at the top of this dirt mound. To catch both of them within five feet of you you’d catch them as well.

**Q**: Oh, no, it’s by choice. I’ll move there, do the wing swoosh again, feathers spin around me this time, super quickly, and this is *Word of Radiance*! They make a Con 13 save.

**M**: One makes it, one fails.

**Q**: the one that fails takes a d6 of radiant damage - 4.

**M**: So what does this look like? The feathers fly out?

**Q**: Just a few feathers that spin around me super quickly and just catch anything within that radius.

**M**: Okay, you watch as these radiant bolts [?] start burning away at their fur, and one of them seems to be caught and is \*whimpers\*, the one that was backing away from you. The other one manages to dodge and leap out of the way, keeping nimbly on its feet, but is clearly backing off as well.

**Q**: Yes. And that’s all I’ve got.

**M**: the wolves at this point will disengage, spend their full action to move 40 feet away, and they dart off into the forest. Unless you wanna try and stop them, you watch them running off into the woods. **Lucius**, death saving throw, please.

**Trott**: 2, fail.

**M**: It’s not a 1, so it’s only one failed death saving throw.

**Tom**: that was so close.

**M**: Yeah, that was very close. After that, it is **Aila**’s go. You’re raging, they’ve moved 40 feet away, but you can see them scampering off.

**A**: I can’t reach them, and I’m mad about it.

**M**: Well, how far can you move?

**A**: 35.

**M**: You could… throw a hammer?

**A**: Nah, not worth it.

**M**: If you move 35, you’ll be in the range of *Gust*, but that just blows them away.

**A**: No, I’ll try and… prod **Lucius**. Is he okay, is he…

**M**: I think you're raging, with lightning crackling down your arms, you might be at disadvantage for a Medicine check. You’re pumped up on adrenaline, your arms are shaking.

**A**: I’m not gonna do that then.

**M**: You’re not the right person to be healing him right now.

**A**: I’m just gonna stride in the general direction of the wolves with the hammer, just like -

**M**: You can chase after them, yeah. You get the sense - knowing wolves, they might circle around and try and come at you again, you can chase after them and be ‘go on, get out of here’.

**A**: Yeah, I’ll chase.

**M**: give me a quick Intimidate check, with advantage.

**A**: Rubbish, 9.

**M**: Okay, you chase down there, with the crackling energy, and you’re screaming at them, trying to get them to back off. Not intimidating enough. **Nova**.

**N**: Are they within 120 feet?

**M**: The wolves? Yeah, they’re only 40 feet away.

**N**: I can’t decide whether to blast or try and poke this one again… Nah, I’ll poke him again.

**M**: He’s writing his will. So you’re gonna Medicine?

**N**: Yeah, I’ll Medicine check again. 8!

**M**: So you’re ‘okay, remember, what did they teach you about this?’. And then you go and do CPR - no, no, that’s not right. You think about mouth-to-mouth - no, no, that’s not right.

**N**: And icky!

**M**: Yeah, just takes you a moment. **Sentry**.

**S**: Can I also do a medicine check on **Lucius**?

**M**: Yeah, you can stride on over; **Nova** is in the way but you step to the side of her. Medicine check.

**S**: 19.

**M**: 19. **Sentry**, when you were built they taught you how to tend to wounds and things like that. Not for battlefield purposes but also for people in your protection, for making sure they’re okay. You sit down, you take the bandages off **Nova**, you look at the injury. The injuries are minor, it’s probably more that he’s in risk of shock. You elevate his head, you begin giving him some water, basically making sure he’s all right. You bandage up the leg where it is bleeding quite profusely, and you stabilize **Lucius**.

**S**: Can I show **Nova**, like I’m teaching, ‘this is how you do it’?

**M**: Yeah, you think if you spend enough time and do some practice, you could probably teach her enough to give her some benefits. Are you proficient in Medicine?

**N**: Hell no, I’m like minus one.

**M**: It would take time, it would take weeks of practice to do that, but you could slowly over time - if you’re proficient in Medicine, you can teach somebody. Over time you could do that, if you want to teach **Nova** between long rests you can.

**N**: I like to think you’re just taking things out of my hand, turning them the right way round.

**S**: Yeah!

**M**: Yeah, and you can see that **Nova’s** trying to do way more advanced stuff than she needs to, she’s a bit keen. At this point the wolves just back off, no more combat, and **Lucius** is unconscious. It will take you an hour, because you’re technically short resting.

**N**: When he wakes up, I’ll just be like, Firebeaaaar…

**M**: Are you guys gonna take a short rest, or are you gonna do stuff while **Lucius** is recovering?

**Q**: I guess…

**A**: Yeah, do stuff.

**M** [laughing]: Yeah, just leave him, he’s got his head on a rock.

**A**: No, like, can I carry him -

**Q**: Get him into the ship?

**A**: Yeah, into the ship?

**M**: Yeah, you can find a drier place on the ship. You pick him up - he weighs nothing.

**L**: The weight’s all in the robe.

**A**: It’s all the gemstones, that’s what the weight is.

**M**: His coin pouch is the heaviest part.

**A**: I might take a couple of those.

**M**: Sure, how many do you want to take?

**A**: Dunno, five?

**M**: You can take five coins easily. He’s got multiple different pouches on him.

**N**: Do I see this?

**M**: I don’t know, make a sleight of hand check if you’re doing this.

**N**: What would mine be?

**M**: Perception. Or it would be your passive, what’s your passive perception?

**N**: Passive is 9.

**A**: 14.

**M**: You [**Nova**] don’t notice it. You [**Quill**] do. What’s your [**Sentry**] passive perception?

**S**: 13.

**M**: You notice as well.

**A**: I’ll just take two.

**M**: So while you’re carrying him, you hear a jingle, pop the pouch, take two coins out, put them away - you do it discreetly.

**A**: that’s the fee for making him safe.

**L**: I’m unconscious.

**Q**: If I was to say “**Aila**”, how would you look at me?

**M**: You can’t - no, don’t meta - no, you either say it or you don’t.

**Q**: No, look, cause I would just say **Aila**, and then -

**M**: Right, you say **Aila**. You look at **Aila** and say **Aila?**.

**Q**: No, I wouldn’t say it in such a teaching sort of tone, it’s more like [quietly] “Aila”. And how do you look at me?

**M**: Expectantly, I imagine, like what?

**N**: Blank [possibly describing Aila?]

**Q**: Don’t worry, it’s okay.

**A**: I’m gonna look and see if we can find some stuff!

**Q**: [laughs] Yes, me too. Um, you might wanna put him down somewhere, um.

**A**: He’s fine, he’s inside.

**M**: You can find some rigging that you can stretch out like a hammock and throw him in that.

**A**: Just throw him in there.

**M**: He’s just unconscious, he’ll wake up.

**A**: Do we see **Lucius**’s chest?

**M**: Anyone who’s searching the wreckage, at this point, you’re gonna all make investigation checks for me.

**Q**: So I have a passive investigation of 18.

**M**: Yeah, that would be - if you were just walking down a corridor and there was a secret door, that’s what passive investigation’s for.

**Q**: So as I was walking from the mound to the ship just to get into the ship, would I have spotted anything passively, or…

**M**: Yeah, okay, but let me hear what the others get and then we’ll do yours.

**N**: 22. No, I’ve mathed that wrong, 21.

**A**: 6.

**S**: 9.

**M**: So, **Sentry** and **Aila**, looking around, as far as you can see it all just looks like broken wood, bits of rope that aren’t even really usable, that’s about it really. You do find the remains of a half-orc that look like the navigator, Acamu [sp?], he’s been ripped apart -

**N**: Was that the arm that was flopping?

**M**: Yeah, one of his arms has come off. You can see that he’s been stabbed multiple times. His eyes have been completely burnt black.

**N**: We didn’t need that detail!

**M**: Yeah, his eyes are completely black, and you can see traces of black.

**A**: So he was probably killed by one of those guys, before they hit the ground?

**M**: Maybe. That’s what you find. **Quill** and **Nova**, between the two of you, looking around, you do find quite a lot. First things first, there’s enough supplies you can easily gather about six days’ worth of rations for a single person - so either six days for one person, or one day for six people. You find food, dried rations, water containers.

**N**: Do we find that each, or between us?

**M**: Between you, this is all between you. You also find a backpack which has climber’s tools, a flint and steel, a lantern, and a flask of oil. Probably the most interesting thing, you actually find it in the central mast. Most of it has been broken off, but you can see that a chunk of it is split open, and this was inside the mast itself. It appears to be a hexagonal prism, inlaid with sapphire, that when you touch it feels cold, like a wind breeze. The sapphire is cracked, and the metal cage is bent in certain parts - it’s this lattice prism. You, **Quill** - and you can give me an arcana check, **Nova**, to see if you know what this is, but **Quill** will because of his background.

**N**: 18.

**M**: You both know what this is. This is an aetherium-infused command core. This is one of the devices - this isn’t the only thing that makes a skyship fly, but this fills the sails with perpetual wind, which allows them to travel around. If you could find the right buyer, this thing would be worth quite a lot of money, because it could probably be repaired and it would be cheaper than building one from scratch. Alternatively, if you were ever to try and build your own airship, you could have this as a component to save yourselves some gold.

**N**: I’m just gonna excitedly babble, and be like, **Quill**! **Quill**! We’re taking this, we’re taking this, we’re taking this!

**Q**: Ye - ye - yeah.

**N**: We can build our own airship! I wanna go to see -

**M**: Like I said, this is not the only part of an airship, you need multiple parts. This is one of the main components, however.

**Q**: Nova - I mean -

**N**: I’ve been looking for one of these!

**Q**: Have you? I mean, we’re not gonna be able to build an airship in a week and just fly -

**N**: Believe! This is the start! Every journey starts with a small step, and this is a small step, I’m taking it, bye.

**Q**: Uh - bye, then!

**M**: The other thing is, you do see the body of the captain, but you would have to climb up to get it, it’s an athletics check. All four of you see that.

**A**: I can climb up.

**M**: While they’re doing this, **Lucius**, you wake up while they’ve been searching. You can spend a short rest, so if you have hit dice you spend them - you have 1 hit point and then you can spend short rest dice.

**A**: 14, athletics?

**M**: Okay, did you [**Sentry**] want to do it as well?

**S**: Oh yeah, let’s go for it, why not. That’s an 8.

**M**: Okay, I guess you [**Quill**] don’t wanna climb up there?

**Q**: I’m not gonna be able to get up there, I don’t think.

**M**: **Nova**, are you climbing up to the top?

**N**: I might try and get the core out.

**M**: Yeah, you’re like - you find a lever, not like a crowbar but like a long piece of wood, and you shove it in, you’re wiggling it to try and widen the gap. And maybe you’re like, **Quill**, you’ve got thinner arms than me! And he’s got his claw wing in. [Tom laughs]. And he’s got it and like, \*straining noises\*, and the two of you work together, you’re holding Quill and he’s like, right now pull! And it flies out. You’ve got this - it’s about this big - so for podcast listeners it’s what would you say that is?

**Trott**: Foot and a bit?

**M**: Foot and a bit, foot and a half long, and then it’s like half a foot - no, a foot, three quarters of a foot tall? It’s a big prism of metal. It’s heavy, as well.

**Trott**: 60 centimeters by 30 centimeters.

**M**: Sure.

**N**: This is amazing!

**Q**: I mean, what are we going to do with it?

**M**: While you’re carrying it, though, this is heavy, this will probably slow you down a little bit if you wanna carry it around with you.

**N**: I’m already strapping it to my back.

**M**: Did you [**Lucius**] spend any hit dice?

**L**: I’ve used them all already.

**M**: So you are on 1 hit point. **Aila**, you climb up. It’s not hard, because the wood’s splintered in several sections, you climb up the panels. You probably have to leave the Howling Gale on the ground, because it is a fucking heavy war hammer, or you have to drag it up with you and it’s quite strenuous. But when you get up to the top, you can see the top deck - this is the front of the airship, and you can see that it is marked with heavy gashes, almost like energy or fire cut through the wood, these huge chunks which have been perfectly scorched, carved. It’s like something has cut through but left no jagged edges, just cut through it perfectly.

**Katie**: Lightsaber.

**M**: Kind of, but like more fiery?

**Kim**: lasers.

**A**: Like the half orc, kind of burny?

**M**: Kind of, yeah, looks like that. You notice that there is the body of a high elven woman, the captain, Falthea, you’ve met her a few times. She is unfortunately dead, she is lying there, her arms outstretched. You can see that she’s got this long overcoat with the image of a sparrow holding a sword in its hand, draped over. It looks like a very well made coat, it’s probably quite valuable. But she has, tucked in her hand you can see a rapier, looks very finely made, but in her other hand she has a wood-handled, with a long metal barrel, pistol. Looks a little bit like a flintlock pistol, but you can see that it’s etched with symbols of lightning bolts and thunder clouds all over the handle. And on her person she’s got a small pouch, with these - they look like bullets, but instead of being made with a metal jacket, they’ve got a stone base and a metal bullet tip at the front of them. You’d probably recognise - this is a new technology, called a thunderstone pistol. These are pretty unstable, but they are kind of like a new firearm.

**Q**: Unstable how?

**M**: Well, I’d probably say that Aila wouldn’t know exactly how, you’ve just heard that these things can be pretty dangerous. And you don’t have any training in how to use it, but you could probably over time learn.

**A**: I’ll take the pistol and the rapier, with the intention to sell that, or if anyone can use it, and then, uh, I’d just like to place her to rest in a nicer way than draped over the side of the boat? I want to take her and - is the wheel at the front or the back of the ship?

**M**: Back.

**A**: Damn.

**M**: But you can make your way over there, you’re not under threat, it’ll just take time. You’re strong enough to carry her down, probably.

**A**: In which case - yeah, I’ll carry her down.

**Tom**: Just throw her over the edge.

**Katie**: No! Jeez.

**Kim**: goddammit, Tom.

**A**: Yeah, just being respectful. But does she have anything else on her person?

**M**: A small key. A small bronze key, around her neck on a long leather throng.

**A**: We knew where her office was?

**Kim**: Yeah, we passed it on the way out.

[Unclear conversation between **Tom** and **Trott** in the background]

**Mark**: It’s on the bottom deck, but that’s in the central area, so you’d have to make your way into the wreckage to do that, but you could do that if you want.

**A**: Right.

**M**: You’re so pleased with yourself, aren’t you? [To **Tom**]

**Tom**, laughing: I am.

**Kim**: I didn’t even hear what you said.

**M**: It doesn’t matter what he said.

**Tom** and **Trott**, overlapping: start the airship \*airship noises\*

**Kim**: Oh…

**M**: \*motorbike revving noise\*

[Laughter]

**Trott**: my immersion!

**M**: So you make your way down, you see **Aila** returns down with a body. You can see that she - I guess you took the pistol and a belt, something like that, same with the rapier? You can see she’s tucked this rapier into like a belt, same with this pistol, and then she’s carrying the body of the captain down. You see these two [**Nova** and **Quill**] come back with their ginormous core, and a backpack full of the other supplies, like a leather backpack. You guys meet back up. And you found nothing but wood and rope, I’m afraid, **Sentry**.

**S**: Yeah…

**L**: This whole time, if you get closer back to me, you just hear sobbing, just echoing throughout the space.

**M**: You’re exhausted, it’s like a physical tiredness as well.

**L**: I’ve got a handkerchief, dabbing the eyes.

**Q**: Are we all very exhausted as well?

**M**: I mean, what are your hit points on? That’s the main thing.

**Q**: I’m seven.

**N**: twenty.

**M**: Yeah, sounds like most of you are pretty injured.

**A**: I’m pretty injured.

**M: Nova’s** all right.

**N**: I’m excitedly babbling, like, we could literally make this power an airship, this is amazing! It’s gonna take a lot, we’re gonna have to fix it a little bit, and I’m gonna need some other things as well, but this thing can fly an airship!

**Q**: Do you know how to fix it?

**A**: I’m not getting on an airship again.

**N**: Possibly! That’s fine!

**M**: I ain’t gettin on no plane, fool.

**A**: I got on one airship and this happened.

**Q**: Is this not what Lucius was saying was inside his trunk? I mean, not this one particularly.

**M**: No, different things.

**N**: No [unclear].

**A**: So we haven’t found his stuff yet.

**M**: Yes, you would have found the Elenasto luggage, those two did.

**A**: Oh, we found it, ok.

**N**: This is a core, this is a power core, this is like a battery, do you know what a battery is?

**A**: You did find his things.

**M**: You did find his case as well, I forgot to mention that. With a 22, they find the case.

**L**: Oh! Oh!

**Q**: Here it is!

**N**: So I imagine that we go up, and I’m like look **Lucius**, we found a power core!

**L**: Not right now, please. \*chokily\*

**N**: And then -

**Q**: **Lucius**, we also found these.

**N**: Oh yeah! That!

**L**: You found Daddy’s case!

**Tom**: \*dragging noises\*

**A**: I’ll lift it up.

**M**: Your personal luggage isn’t there, but the prototype case is there.

**L**: Oh! Thank Siaska. Thank you, **Quill**, **Nova**, thank you, so much. Daddy’s going to be so - oh, I’m so sorry, I’m so tired. It’s been an awful day!

**A**: Is it quite a heavy case, for that? Or is it a small -

**M**: It’s like a briefcase.

**A**: Oh, okay.

**M**: It’s quite heavy, and it’s quite large, but yeah, a slightly larger than normal briefcase. With a little metal handle, that’s emblazoned with his family’s sigil.

**N** [whispering]: We did firebear!

**L** [whispering]: We did!

**N** [whispering]: Firebear! Firebear!

**L**: That was great!

**Q**: We do have a slight problem, though. Well, for starters, we’ve got very few rations, about - less than a day’s worth for all of us combined, including the people back there. Umm, and we have a core, which is VERY heavy, the briefcase which is another thing to think about carrying for however long it’s going to take to find this village.

**L**: We’re doomed!

**Q**: \*laughs\*

**M**: It’s about 9 am.

**L**: It’s only the morning! We’ve been here for - I don’t know, a few hours, and we’ve been attacked twice. And I’ve got a big cutty in my leg!

**N**: Man, that’s really ripped your trousers as well.

**L**: I’m gonna mend it, with what weak mending I’ve got left. It’s a cantrip.

**Q**: It could be a whole lot worse. **Arval** broke his leg.

**L**: You’re right.

**A**: We should actually go and check on them.

**Q**: But also, we have to travel with them as well. And I like them! But he’s got a broken leg. That’s gonna be difficult to do as well.

**L**: But he knows the area. He’s useful.

**Q**: Not really, he’s not ever been here.

**A**: He said he didn’t.

**Q**: If anything, me and this map -

**L**: We can’t just abandon **Arval**!

**Q**: No, I’m not saying we abandon him! I’m just thinking about all of the things we have to do, to travel that entire distance -

**M**: **Quill**, as you’re having this conversation, you pick up - you notice someone watching you, from maybe twenty, thirty feet back. From the direction that you’d left Arval and the others, you see a small figure, just tucked behind the trees, watching.

**Q**: So can I see him, like in the corner of my eye -

**M**: You just see a figure, you don’t know if it’s a man or a woman. You hear the rustling of a bush, and you can see the outline of a dark clothed shape, just kind of watching.

**Q**: Okay. I’m going to sort of trail off for a little bit, and then say, **Lu-Lucius**, have a look in your briefcase, just to make sure everything is okay.

**L**: Yes, good idea!

**Q**: And then sidle him around, so I can get him into a position where I’m almost looking directly at him, while looking at **Lucius**.

**M**: Give me a direct perception check. Just roll perception.

**Q**: Woah, that’s off the table. And that’s even worse, that is seven.

**M**: You’re watching, but as you step around the side you lose track of where they are exactly, and as you're looking you can’t - where did they go? You’re not quite sure. But you definitely saw somebody over there.

**L**: I’m gonna put in the lock code - I assume it’s got that.

**M**: Sure. I mean, it’s your case.

**L**: It’s got some magical, magical [inaudible]

**Kim**: It’s got Touch ID.

**M**: It’d probably be more like - yeah, or like voice-activated -

**L**: I’ll trace a sigil.

**M**: Yeah, a sigil, like an arcane thing.

**L**: And it clicks open.

**M**: Seems to be okay. So you can see it’s got like a very heavy, thick fabric base that helps protect it. And then it has a cloth over the front, you check under the cloth, the prototype’s there.

**L**: [whispered] It’s all there. [Louder] It’s all there.

**Q**: Oh, good. [whispering] **Sentry**, **Sentry**, **Sentry**, **Sentry**.

**N**: Any blueprints?

**L**: Are there blueprints in there?

**Kim**: It’s your case, man.

**Q**: [louder] **Sentry**!

**S**: What’s wrong, **Quill**?

**Q**: [whispering] There’s someone over the hill.

**Katie** [overlapping, also whispering noises from others]. Don’t whisper!

**Tom**: I'm whispering it like that. There’s someone over the hill.

**S**: Oh, okay.

**Q**: Watching us, I think, but maybe - I don’t know. Um

**L**: Not again! [inaudible]

**M**: You can see them just at the top of that dirt, kind of peering over. Well, that’s where you saw them anyway.

**Q**: Act natural. We didn’t see him.

**L**: Oh! Oh! **Sentry**! Send your - your - **Echo**.

**N**: Bleep-bloop.

**S**: Oh yeah! I’ll send Echo over.

**M**: Okay. So you focus for a moment, and then phasing out of your matrix of will, this little ball of wood and metal, with purple light, \*robot noises\*.

**L**: Oh, it lives there! Fantastic.

**M**: It looks at you for a second, and then it \*whooshing noises\* flies off upwards. Do you want to make a perception check for him?

**S**: Yeah. 16.

**M**: You focus for a moment, and then looking through his eyes - you see **Sentry** - **Echo**, he floats up, and he’s scooting around the trees, and then he goes up quite high and goes along in the trees up above. Then you see him looking down on a young woman with black hair and black clothing, just watching from a distance, it looks like she’s watching you guys. It looks like **Valla**, the girl from before, it looks like she’s probably snuck off and is watching you guys.

[Sighs of relief from everyone]

**L**: What did your Echo eyes see?

**M**: **Echo** comes back, and is like \*woop-woop\*. You know the information he saw.

**S**: So we are being watched.

**Q**: Oh no, no no no.

**L**: Wolves? Barbarians? Wild elves?

**S**: No, it’s a young girl, all in black.

**L**: Oh!

**N**: You mean **Valla**?

**S**: Yeah, yes.

**N**: Hmm!

**L**: Why is she watching us?

**A**: Why is she not with the others?

**L**: It’s dangerous, we should tell her to get back.

**A**: We should probably go and find out if they’re okay, more than anything.

**S**: Yeah, if they’re split up, it can’t be good.

**L**: Maybe she just snuck off because she’s a naughty child. I used to do that.

**Q**: So we could use this as a teaching point.

**L**: Yes.

**N**: We could ground her!

**Q**: Housebound.

**N**: Mmm, but we’re not in a house.

**Q**: Oh, yeah.

**L**: We’re already grounded, we’re in the Lowlands.

**Q**: Very good.

**L**: Now help me up.

**Q**: [laughing] Okay, I put one hand out, and help you up.

**L**: It’s dainty, very dainty. Thank you, dear **Quill**.

**N (Kim?)**: Still don’t know [inaudible]

**L**: Now let’s go teach **Valla** a lesson.

**Q**: Um, how?

**L**: Well, talk at her.

**Q**: Talk AT her?

**L**: Yes, that’s what you do when you teach someone a lesson.

**Q**: After you.

**L**: Right! I adjust myself, inflate my chest, and storm out.

**M**: You head up the embankment, and you go to where **Quill**, **Echo** and **Sentry** said.

**L**: [loudly] Now, **Valla**!

**M**: Nothing, nobody’s there.

**L**: I think your **Echo** is corrupted or something, there’s nothing here.

**S**: She was there, I saw her. 100 percent.

**L**: Right… Well, it’s been a long day.

**M**: So **Sentry** goes up to the top of the mountain, you’re looking around, while the rest of you are still down by the ship.

**L**: Do I see any bushes or anything moving?

**M**: Make a perception check.

**L**: Twenty. Oh wait, seventeen.

**M**: Yeah. It looks like she snuck off to the side, when she saw or heard you guys coming up she clearly snuck off and is slowly making her way back to where you left **Arval** and the others. You can see her just ahead, she’s stopped and she’s watching.

**L**: Now, **Valla**, I can see you! Don’t be naughty, come out. Come on!

**Valla**: She looks and goes quiet, like “if I don’t do anything, he may -”

**L**: Siaska can see you too.

**V**: *She’s like, ugh, and she comes out of these bushes and starts pulling things out of her hair, and says*, You guys didn’t see me for a long time, I’m surprised you caught me now.

**L**: Well, **Birdie’s** got very good eyes.

**Q**: Mmhm!

**L**: And we were very distracted by wolves, did you see that?

**V**: I’ve heard - I didn’t see the wolves, no, I didn’t see that, I just - I was getting bored and I want to see what you were doing. It sounded like you all had something much more interesting than just sitting around.

**N**: We made a firebear!

**V**: Oh! *And then she looks over and she’s like*, Wow, what’s a firebear?

**N**: It’s a bear that’s on fire.

**L**: She created an illusion of a bear, and I threw a *Firebolt* through it - you shouldn’t be learning these things!

**N**: Why not?

**L**: It’s dreadfully dangerous for a child!

**Q**: He makes a good point.

**V**: I’m not a child, I’m fourteen.

**L**: You’re a teen.

**N**: That’s old enough to learn about stuff like that.

**L**: How old -

**A**: She should know how to defend herself, to be fair. She’s stuck out here just like the rest of us.

**V**: Right! Thank you! Exactly! That’s what I’ve been trying to tell **Yussef** and them.

**L**: You’re a human!

**V**: The other people at the church get to learn how to use weapons. I want to learn.

**L**: You want to use weapons?

**V**: Yes!

**N**: Oh, I can’t help you there.

**S**: I advise against this greatly. You’re far too young for this.

**V**: I’m not too young for it. People in the Lowlands learn all this stuff all the time. I met a boy once who learned how to fight with a sword and a shield when he was twelve, because they have to defend against goblins, and wolves, and monsters, all that around here. That’s what we’ve got to deal with.

**L**: That’s a good point.

**Q**: **Sentry**, I remember you telling me about a girl, um, around this age. Did she fight?

**S**: No, no, she - the girl who I used to look after, she never fought at all.

**N**: But she had you.

**S**: I fought for her, it was my duty. As it is my duty to protect you guys, and everybody around me.

**N**: Exactly! But what about a girl who doesn’t have you?

**S**: She has the priestesses, and the priests.

**V**: *She looks at you*. **Yussef** means well, and **Yussef** does have some power, I give you that. But **Corin**’s not really much, he doesn’t even - he can’t even cast spells, he’s just - I don’t know really what he does, he just seems to know a lot about books and stuff. I mean, you all fought off those guys! I should be hanging out with you, I’m safer with you than I am with them. *And she just looks around, scuffs her boot a little bit*.

**L**: We’re all together. We merely had to go off to somewhere dangerous, and I don’t want your responsibility on my hands.

**N**: What?

**L**: Frankly, I go down all the time.

**V**: You don’t have to worry about me, I’ll be fine. I can hide, right? You guys didn’t see me for a long time.

**L**: You’re very sneaky! I’ll give you that. But -

**V**: Look, just - it just - it seems wrong to be sat around in the woods while you're checking out airship crashes.

**L**: It’s pretty cool, I’m not going to lie. Don’t want you to miss out on life experience.

**A**: But we did also have to deal with some wolves.

**N**: [whispering] Firebear!

**V**: Right, so, even more reason for me to learn how to fight? *And she looks at you like, I’m not sure if I’m selling this?*

**N**: Well -

**Q**: Sounds more like an extra person who would -

**A**: I learnt to fight younger than that. C’mon!

**N**: To start with, you can have this scroll. And I hand her the scroll, the one that I made the wolf check on.

**A**: Do not!

**N**: No, this was the good one! This was the good one, that was actually right about wolves. To start with, you might need this.

**V**: *She takes it, and is like*, thanks… More reading…

**N**: Look! You may roll your eyes, but that helped me just now, and I made a firebear.

**V**: Okay… *she tucks in her belt, and is like*, I’ll read it later.

**A**: I could give her a sword…

**M**: Her eyes widen.

**Q**: We could NOT give her a sword.

**N**: I have daggers!

**V**: Is that the sword you were gonna give me? *And she points at the rapier.*

**A**: It’s a bit big though, see. I think you need -

**V**: It’s such a fine - it’s like a lightweight blade, right?

**S**: Could we make her a practice sword, at least?

**A**: Yeah, maybe…

**L**: That’s a good idea.

**Q**: I have a stick I’ve just found, here’s a stick.

**N**: I have daggers. Don’t be patronizing.

**M**: She picks up the stick and throws it.

**N**: Correct!

**Q**: Does it hit me?

**M**: No [laughs].

**Q**: Okay. Well, even that missed!

**V**: I wasn’t trying to hit you, aarakocra.

**Q**: Oh, well that’s very kind. Thank you.

**N**: What about daggers? I have daggers.

**V**: It’s better than nothing.

**Q**: Don’t run with them!

**M**: She shrugs her shoulders and kicks the dirt around a little bit.

**A**: Dagger first. Then maybe sword, but -

**V**: *She looks at* ***Aila****.* Two daggers.

**A**: Sure! But, I’m teaching you.

**V**: Sure. You seem to know how to handle yourself, that sounds great. Maybe you and the guardian, the guardian knows how to fight too.

**N**: Hey! Knowledge is power as well.

**V**: Yeah…

**A**: Yeah, but also, swords.

**N**: You need to know where to hit people.

**V**: You should talk to Brother **Corin**. You and him will get on really well, I’m sure.

**N**: Yeeeaaahhh…

**L**: You say he’s a spellcaster?

**V**: No, he doesn’t. **Yussef**, Priestess **Yussef**, does. She speaks to Siaska. *She holds her hands up, and you see that there’s a little reservation, there’s a bit of respect there, but she's also a bit, like, teenager*.

**N**: Look! I know book reading is boring, apparently, to some people.

**V**: No, reading some books is fine.

**N**: But! But, learning tactics, there is nothing bad in that, because then you learn about your enemies’ weaknesses, and their strengths, and how to exploit them.

**A**: [clapping in time] Learn by doing!

**Q**: Speaking of exploiting strengths and weaknesses -

**V**: I’m getting two very different messages, but, sure. I will read the scroll if you give me the two daggers. *She puts her hands out*.

**N**: Promise?

**V**: Promise.

**N**: I’ll give you one, and then you can read the scroll, and I’ll give you the other one next.

**L**: Oh! Here, you can have the other one. I’ve got another one.

[Laughter]

**L**: It’s far nicer, too.

**Q**: Wait a minute!

**M**: She’s like [whispering] Yeess. She’s eyeing these up like yeah, baby, I’ve got two knives! She puts one in her belt, and she’s like \*mimes slashing and stabbing\*.

**L**: Now we’ve got more protection.

**Q**: So you’re - you’re - as young as you are, willing to fight, which is a problem that I clearly -

**L**: No, she’s halfway through her life, she’s a human!

**Q**: Well - yes, but - well, mm, no - but - have you just left the other three behind?

**V**: They were fine. I mean, I didn’t have anything I could do with them. **Corin’s** looking after **Arval**, **Arval**’s got his crossbow -

**A**: **Arval**’s got his crossbow, it’s fine.

**V**: And Sister **Yussef** can conjure magic if she needs to.

**M**: As you guys are saying this, **Quill**, and - what’s your passive perception?

**A**: Thirteen.

**S**: Thirteen.

**N**: Nine!

**L**: It’s not even worth talking about, eleven. Thirteen, sorry.

**M**: So anyone who’s got thirteen or higher, you hear the sound of - so you’re currently just off the side of the embankment. Approaching towards the airship crash you see more of the wild elves. They’re making their way, they’re being cautious, but they’re still causing noise. These ones look slightly different. A couple of them have longbows. One of them, however, has all sorts of totems and fetishes hanging off these gauntlets that they’re wearing, these bear paw gauntlets, and they’re looking around, keeping an eye. And one of them has a large hawk, it whispers a few things and the hawk flies up and sees the group of you on the other side, \*squawking noises\*. And that’s where we’re going to end!

[Groans]

**Katie**: We can’t do four battles without a frigging rest.

**Trott** [sing-song]: One HP!

**M**: Welcome to the Lowlands.

**Tom**: Yeah…

**Kim**: We just have to run!

**M**: Yeah. Running might be the right option.

[Collective *Oh boy*’s]

Trott: Well, we’ll find out next week, won’t we?

**M**: Valla’s ready [inaudible].

## **Episode 3: The Midnight Raid**

### Part 1\*

RECAP

*The last time, everyone had been journeying across Aerois aboard an airship called the Sparrowblade. One night during a thunderstorm, during the journey, it was attacked by masked mysterious assailants. No one is quite sure why the ship was attacked or… To what their objective was. However, the resulting chaos caused the airship to crash. It crashed into a continent now known as Suvonna, in a place called the Bitterwood, an icy, cold forest on the southern region on the continent itself.*

*Clambering, the party escaped from the airship using Glide Cloths but one of the people they rescued, a dwarf named* ***Arval****, had drifted off course. They set out to rescue him and discovered him being attacked by a group of Wild Elves, these barbaric, shamanistic elves found across the Lowlands of Aerois. Managing to avoid an actual encounter with* ***Sentry*** *healing* ***Arval’s*** *wound, saving him from death. However, it cost* ***Lucius*** *some money to bribe these Wild Elves to go away and leave them alone and they left with an ominous warning that they had paid for them to leave this time but that there were more of them and that their leader, somebody called* ***Kallah****, would not be as easygoing.*

*After that, the party struggled to decide what to do. Finding themselves in a strange wilderness you don’t know, in unfamiliar lands, they took some time to think about what they wanted to do next and it was eventually decided that they would go to the airship crash to see if supplies could be scavenged, survivors would be searched for and generally assess the situation.*

*They made their way there and encountered a pack of wolves, which were scared off, not before they considerably hurt poor* ***Lucius****, who had to be saved and had to spend some time recovering hiding under a Glide Cloth for a while. They searched the wreckage and found a number of things. Some supplies: food; general adventuring equipment. Finding the body of the captain, who on her person had a few different bits and pieces, including a key; a Thunderstone Pistol and a rapier, which* ***Alia*** *found.* ***Quill*** *and* ***Nova*** *also discovered a key component of the airship itself, some sort of command module that would generate magic to help keep the ship afloat.*

*It was then discovered that* ***Valla****, a young girl that had been travelling with the two people they had saved, had followed and was watching but after having a brief conversation with her about why she’d done it and the dangers of such,* ***Quill*** *heard a bunch of Wild Elves appearing from the north into the clearing where the airship crash was and they were spotted by a falcon-like creature, a bird with icy white feathers and the last thing heard was bird’s cry out to alert its masters. There is an echoing screech through the wood, through the trees and the sound of rapid movement and becoming alert that something is amiss. There are shouts and cries in Elven along the lines of: ‘Over there!’ and people beginning to move.*

*RP STARTS*

*Everyone is in the woods, a short distance from an unearthed embankment which was caused as the ship plunged into the ground and pushed all of the earth up onto the sides. The Wild Elves would have to come up this embankment in order to spot anyone.*

**Lucius:** We need to go. Immediately!

**Nova:** Run! Run!

**Quill:** Uhh… **Valla**? Are you okay?

*Alia grips her hammer and immediately reels back. She looks around and sees how injured* ***Lucius*** *and* ***Quill*** *look.*

**Alia:** Fine!

***Sentry*** *picks up* ***Valla and throws*** *her onto her shoulder.*

**Sentry:** Come with me.

**Valla:** Hey! I can run- What are you-

*Sentry appears to not be listening and already has her in one arm and starts running, her metal body creating noise as she begins to run.*

*OUT OF CHARACTER*

**Mark:** Okay, so do you guys just basically book it?

**Tom:** Yeah.

**Kim:** Yep!

**Tom:** This is gonna sound like a dumb question-

**Mark:** Sure.

**Tom:** Do eagles speak Auran?

**Kim:** *laughter*

**Mark:** D-Do eagles… Animals don’t speak.

**Tom:** Okay.

**Mark:** Animals aren’t intelligent enough to speak. It looks like a bird of prey.

*As the party runs, everyone makes a Constitution Saving Throw.*

**Lucius: 6**

**Quill: 12**

**Nova: 4**

**Mark:** Excellent. So…

**Trott:** Together we don’t even make his total! [Referring to the fact **Nova** and **Lucius** rolled so poorly.]

*RESULT OF THE SAVING THROW*

*They run. It’s not that* ***Lucius*** *and* ***Nova*** *fail to run. Instead, as they sprint through this heavy forest, it’s not icy, there’s no snow here but the ground is dead and there is a lot of underbrush. The trees are very thick as well and the party begins to sprint, trying to get away. They are not moving stealthily and it does sound as though the Wild Elves are in pursuit, as there are sounds of them clambering up and running after them.*

*They run for about 5 minutes when* ***Nova*** *and* ***Lucius*** *become ragged and out of breath. The both of them are running and the sudden burst of sprint, as well as the fight beforehand has wiped them both out of stamina. They are both desperately struggling and appear to be exhausted.*

*OUT OF CHARACTER*

**Mark:** You gain one level of exhaustion, which provides disadvantage on Ability Checks.

**Tom:** Does *Guidance* work on Saving Throws? It says one Ability Check of my choice-

**Mark:** Ability Check? Then no.

**Tom:** Okay, fair enough.

**Mark: *Sentry*** *and* ***Alia*** *seem fine, they don’t seem flagged.* ***Quill*** *is a little out of breath but his running appears to be okay. It sounds as though one of the elves has fallen behind in the same way* ***Nova*** *and* ***Lucius*** *is. He is flagging and occasionally there is a shout or cry of ‘That way..!’ and the sounds of running but there is also the sound of the eagle overhead still tracking and following the party.*

**Kim:** How high up is it?

**Mark:** Probably… Above the treetops?

**Kim:** Can I *Eldritch Blast* it?

**Mark:** You can but you would need to stop running, which would make it harder for you to run and hide.

**Kim:** Probably enough for them to catch up to me, isn’t it?

**Mark:** I mean not necessarily because they are quite a distance away but if you slow down now and then you wanted to try and run away or hide or something like that, it’ll make it harder. You can try, sure!

**Kim:** Oh, no-

**Mark:** *You can see that it is a large bird of prey, not like a small falcon, it’s-*

**Kim:** Even though we’re in the trees, can it like… Track us through the trees?

**Mark:** Seems to be able to, yes.

**Kim:** Son of a biscuit.

**Mark:** This is a bird of prey that is used to hunting things like field mice or finding-

**Kim:** I’m not a mouse!

**Mark:** Yeah, you’re much easier to see than a mouse.

**Tom:** *laughter*

**Trott:** Yeah, far better.

**Kim:** Wearing a big blue coat as well, dammit!

**Mark:** So what do you wanna do? Do you wanna keep running?

*At this point, the occasional arrow flies by. It doesn’t hit but it thuds into the wood next to them.*

**Trott:** Does it sound like they’re gaining on us?

**Mark:** It sounds most of them aren’t tiring and you are starting to run out of stamina. Also, at this point, everyone needs to make a Survival check.

**Kim, muttering:** Why do you hate us so much…?

**Mark:** I don’t hate you, I’m just keeping track of perhaps how well you-

*EVERYONE ROLLS A SURVIVAL CHECK:*

**Lucius: 12**

**Nova: [Natural 1] = 0**

**Quill: [Natural 1] = 6**

**Kim:** For Podcast listeners, Kim is currently in a pose of despair with both hands over her face.

**Mark:** After two Natural 1’s! Perhaps use a different dice.

**Kim:** That is a different dice!

**Mark:** Okay!

*BACK IN CHARACTER*

*Everyone begins running and looking around, trying to keep an eye on it and each other-* ***Lucius*** *seems to have a vague idea of where he roughly is but* ***Quill*** *and* ***Nova*** *suddenly find themselves not knowing where they are, as they’ve just run from the airship crash.*

**Trott:** Are we split off?

*At this point, as the party runs through, everyone is vaguely aware of where each other are but* ***Quill*** *and* ***Nova*** *appear to have no idea where* ***Alia*** *and* ***Sentry*** *are. However, they are aware of where each other is. They are also turned around. It is unsure if they have run West, or how far South they’ve gone. It appears as though they have lost awareness of where in these woods the party is compared to where* ***Yusef****,* ***Arval*** *and* ***Corrin*** *were left or where the airship crash is.*

**Kim:** We left them somewhere else, didn’t we?

**Mark:** Yeah, you left them 15 minutes away. What do you do? Keep running, or tracking?

***Lucius****, knowing he’s exhausted, tries to hide in a hole under a tree or a bush. He sees* **Quill** and **Nova** are looking around and don’t seem to know where they are. *He’s not even sure he knows the exact location where everyone is. He begins looking around, finding something.*

**L:** *Stuttered mumbling, gesturing to curl up.*

**Q:** You can speak!

**L:** Hide!

**Mark:** Okay.

***Quill*** *looks around to see if he can find anything. There are woods and trees every now and then, as well as thick bushes and little divots in the somewhat hilly ground to hide under. He hunkers down beside a log and tries to hide underneath it, wrapping himself in his singular wing, covering himself as best as he can. The trees are massive, around the size of pine trees, with thick white bark and very tall green pine needles.*

**Nova, panicked:** W-Where’s my books on this? I learned what to do once about this when you’re being chased!

*She watches* ***Quill*** *dive under a log and covers himself in his wing, pulling brush over him.* ***Lucius*** *crawls into a hollowed out log.*

**N:** Uhh… Learn by doing! Learn by doing!

***Nova*** *goes into a log and tries to dig herself in.* ***Quill*** *notices* ***Nova*** *panicking and uses his Bardic Inspiration to try and help her hide.*

**Q:** Just keep quiet and if you stay quiet, they’ll never spot us.

*EVERYONE ROLLS A STEALTH CHECK:*

**Lucius [Disadvantage due to exhaustion]: 5**

**Nova [Disadvantage due to exhaustion, also uses Quill’s *Bardic Inspiration*]: 11**

**Quill: 19**

*Everyone hides themselves and there is a moment of stillness.* ***Sentry, Alia*** *and* ***Valla*** *attempt to do the same thing. They dart off into the woods,* ***Alia*** *climbing a tree to try and hide and* ***Sentry*** *ducks down into the bushes, using her natural state to camouflage as best she can. Everyone loses track of each other for a moment as they focus on hiding, covering themselves up and looking up at the sky; inside a log or clustered amongst a bunch of rocks.*

*There are beats as everyone feels their heart pounding in their chests.* ***Lucius*** *and* ***Nova*** *are taking deep and ragged breaths, trying to bring oxygen to their lungs. There is the rushing of blood around their ears and there is the crunch of pine leaves as boots pace around. Everyone hears a bird cawing in the air above them, the bird flying above them. Something grabs the back of* ***Nova’s*** *neck and she squeals.* ***Lucius*** *is peering out of a log home and a tribal, Celtic style face appears. He screams as he watches the Wild Elf look in and grins. The Elf reaches in with a hand that is covered in fur and leather wraps.* ***Lucius*** *tries to skuttle back as the Elf reaches towards him and someone grabs his legs, pulling him out from under the log.*

**N:** Stranger danger! Stranger danger!

*One of the Elves wraps a hand over her mouth and attempts to grab her but* ***Nova*** *struggles against his grip, fighting him off. The Wild Elf tries to stop her from yelling.* ***Quill*** *hears* ***Lucius*** *and* ***Nova*** *crying and screaming. They don’t seem to have noticed him. However, he can’t seem to find* ***Sentry*** *and* ***Alia****.*

**Wild Elves [in Elvish]:** So, what’ve we got here?

***Lucius*** *looks at this Wild Elf with a curved sword on his back.*

**WE:** Ah, city boy.

**L:** Oh, thank Siaska. I’m with the other Wild Elves!

**WE:** That’s… A very nice try. Shaman, what shall we do with them?

**Kim:** How many are there?

**Mark:** So… *You can see two that have grabbed* ***Lucius,*** *one has grabbed* ***Nova,*** *one is looking around with a longbow out and the shaman is at the far end. He is covered in tattoos, almost all of his skin is partly tattooed. Most of it is tribalistic animals such as bears and wolves or Celtic ring-lock patterns and thorns all around his arms. He has different wooden and bone totems all over him.*

**Shaman [also in Elvish]:** We take them back, take them back to **Kallah.** We will finish salvaging the broken ship and then take them back to her.

**L:** There’s no point, honestly. It’d be too much trouble.

***Lucius*** *is slapped in the face and he cries out melodramatically. He starts sobbing.*

**WE:** Quiet! You’re ours now.

*One of them pulls out a deer-handles knife and brings it to* ***Nova’s*** *throat. Another one is holding onto her arms.*

**WE:** No more noise.

*They begin to drag the two away. The Shaman holds his arm out and the giant bird that had been following them lands. It is massive, it’s claws taking up huge parts of its arms as a huge bird of prey with an icy blue beak stares down.*

**L:** Let’s be rational here. You’re rational, right? Y-You’re a Wild Elf-

**WE:** What is… Rational? Like food?

**L:** Let’s be… Logical. No, no.

**WE:** Are you saying that we eat you, yes?

**L:** Ideally not, because that would be barbaric. Who does that? Really?

**N: Lucius-**

**WE:** Out here, you do anything to survive.

**L:** How about… The following? If you hand me over to your leader, they’re going to take all the money away and what are you going to get paid? Nothing. How about I just pay you directly now, under the table so to speak and we ‘died’ and you ‘couldn’t find our bodies’.

**Lucius makes a *Charisma [Persuasion]* check with Disadvantage: 20**

*The Shaman looks at the group. He sees the gems on* ***Lucius’*** *coat.*

**Shaman:** I don’t want money. You… You know magic?

**L:** Oh yes, quite adept.

**N:** And me too…

**L, gesturing towards Nova:** She’s very sparkly.

**Shaman:** Give me your magic. I want power.

*The other Elves begin to protest: ‘****Shaman****, what are you doing?* ***Kallah*** *won’t-‘*

*He cuts them all off and looks at them. He holds up a hand and the tattoos begin to pulse with power. Vines begin coming out of the ground, curling around one of the Elves’ boots.*

**Shaman:** Quiet.

**L:** Oh. You seem to be quite powerful already but… Can you do this?

***Lucius*** *casts the Firebolt Cantrip.*

**L:** Yes, impressive right? The power of fire?

*The* ***Shaman*** *rolls his eyes, holds out a hand and it ignites into flame.*

**L:** Look, I’m exhausted. You know what it’s like-

**Shaman:** Pat them down.

*The Wild Elves begin searching* ***Lucius*** *and* ***Nova.*** *They search through their backpacks. The* ***Shaman*** *takes an interest in both* ***Lucius’*** *Arcane Focus and* ***Tiangong****. He looks at them.*

**Shaman:** This sword… I like this.

*In* ***Nova’s*** *mind, there is a pulse of: ‘Danger…’ and seemingly awareness from Tiangong. From her point of view, it seems to be glowing with power and blue energy as it speaks to her.*

*The Wild Elves begin to remove* ***Lucius’*** *Arcane Focus. He tries to protest but ends up being slapped once again, wincing in pain as the blow connects. The* ***Shaman*** *begins to examine it.*

**L:** You wouldn’t understand how it functions without the proper training.

*The* ***Shaman*** *puts* ***Lucius’*** *Arcane Focus on.*

**Shaman:** Power… I understand power.

*As the Shaman examines the Focus, the eagle perched on his arm flies away, towards where* ***Quill*** *is hiding. It spots him and lands where he is hidden, squawking. The Shaman turns his head and the Elf with the longbow moves up and peers over the log, bow trained on* ***Quill****.*

***Q:*** *Pretends to yawn.*

**WE:** Another one!

**Q:** Who’re these guys- Oh okay!

**WE:** Up, birdman.

**Q:** Okay…

**Trott, jokingly:** Nice, nice.

**Q [or is this Tom being stupid?]:** I was having a sleep…

*The* ***Shaman*** *looks at* ***Quill****, then looks around. He gathers everything that has been collected and sighs.*

**Shaman, pointing at Lucius:** You are very smart.

**L:** I know! I’ve been educated in Gusthaven!

**Shaman:** I take your things… Maybe we let you go.

**L:** What?!?

**Shaman:** I think about it.

**L:** What things?

*He takes the Arcane Focus off and places it into a leather bag.*

**L:** Honestly, without-

*The* ***Shaman*** *then proceeds to tuck* ***Tiangong*** *into his belt.* ***Nova*** *attempts to protest but is quickly shut down by the Elves surrounding her.*

**N:***Tiangong*, no!

**L:** I will warn you, keep that boxed and sealed.

**Shaman:** Why?

**L:** Because without the proper training, it will explode.

**Lucius attempts to make a Charisma [Deception] Check with Disadvantage: 9**

*The* ***Shaman*** *grins and laughs.*

**Shaman:** Maybe you can’t control power, *He brings up the same flames he used before and they extinguish,* but I can.

**L:** Yes, fair enough, you’re quite powerful.

***Nova*** *stares at* ***Tiangong*** *as the Elves begin to leave with it, muttering ‘No… No…’ under her breath. It slips out of her grip. The Elves search* ***Quill*** *and find two scrolls.*

**WE: Shaman**, magic words and runes.

**Shaman:** Bring them here.

*He examines the scrolls, nods in approval, then rolls them up and tucks them into his bag.*

**Q:** Well… Okay then…

**Shaman:** You serve… You are made by the Sky God, **H’Esper**.

**Q:** Yes.

**Shaman:** *Laughs.* **H’Esper**… He has shunned these lands.

**Q:** Well… I’m here.

**Shaman:** Yes. Perhaps… Perhaps you will make a fine dinner.

**Q:** Dinner? No… No. Gamey. Very, umm..

**N:** Skinny?

**Q:** Skinny. One wing down, too. Not a very good dinner. The wing’s the best bit.

**N:** Not even good for stock.

**Q:** No. Disgusting in fact.

**Shaman:** We have your things. I will… Not take you back. We found you dead.

**L:** Nice.

*The Shaman also takes the food rations.*

**L:** Wait. If we are to procure… More magical trinkets for your pleasure, where would we find you? Because we like giving all our things to you, where can we find you?

*He rolls his eyes and looks at* ***Lucius.***

**Shaman:** You are lucky I do not kill you.

**L:** No, that’s fair.

**Shaman:** I would gladly kill your kind for your abandonment of the Lowlands.

**L:** Abandonment?

**Shaman:** Yes.

**L:** What?

**Shaman: Atellicus** has taught us long. This land has shaped us. We chose to be here.

*The* ***Shaman*** *grins, his teeth are partly filed and fanged. Some of it is brown and black in colouration. He dismisses* ***Lucius****.*

**Shaman:** Come. We will scavenge the ship now. Leave them to die in the wilderness.

*The Elves begin moving off. As* ***Tiangong*** *is carried away,* ***Nova*** *feels the link of power begin to slowly drain the further it is taken away. She ever so slowly begins to follow them, tears streaming down her face, as though a part of her has been taken.*

**L:** N-N-Nova! Come back!

*As* ***Quill*** *looks around, he spots* ***Alia****, who is crouched down in the trees, mostly hidden. She appears to be looking at the Elves, as if to say ‘What do you want me to do?’*

**A:** Shall we go?

*Although he can’t see* ***Sentry****,* ***Quill*** *knows she must be nearby. The Elves leave.*

*OUT OF CHARACTER- DISCUSSING THE LOSS OF THE ARCANE FOCUS AND TIANGONG*

**Kim:** So from a player perspective, because **Tiangong** is essentially my Arcane Focus, that means now I can’t do any spells?

**Mark:** So, uh, any spell that requires a material component, you can’t cast but the nature of it is that you’ve already made the pact, you still have access to some of the power but yeah, you need him as a Focus. Or, spell components. For example, if you can find ways to make use of the material components without the Arcane Focus. Like some spells might require a piece of ice or a pinch of sulfur. If you could find those things you could still cast the spells but **Tiangong** lets you and the same with the Arcane Focus for **Lucius**, if it lets you not have to worry about those things, you can just cast the spell with your own magical energy.

**Kim:** What about-

**Trott:** I can do my Cantrips.

**Kim:** *Eldritch Blast,* yeah?

**Mark:** Yeah, if it doesn’t have a material component, then you can still use it.

**Kim:** And *Toll the Dead*.

**Mark:** I would say that if **Tiangong** gets too far away, you would probably lose that ability. Uh, like if it was on another plane or miles and miles away, you wouldn’t have that ability.

**Kim:** Yeah, yeah.

**Mark:** I mean, eventually, you won’t have to worry because you’ll have the ability to summon him into your hand, but…

**Kim, muttering:** Maybe if you gave more XP…

**Trott:** Lol!

[*Laughter]*

*There is a moment where only* ***Quill*** *is able to see* ***Alia*** *positioned above the group in the trees, waiting with the hammer. It seems as though the Elves are just going to head off.* ***Nova*** *and* ***Lucius*** *seem to be exhausted.*

**L:** *[sobbing]* I hate this place! I don’t wanna be here anymore! That’s my favourite Arcane Focus.

***Nova*** *is reaching out. As she tries to follow once again, another arrow thuds into the wood next to her.*

**N:** I-I can’t.. I can’t…

**Q:** Okay **Lucius**, is this Focus replaceable?

**L:** Yes. I’ve got 6.

**Q:** Good. Well then **Nova**, this-

*[Over each other.]*

**L:** But they’re up in Gusthaven!

**N:** No, I-I can’t.

**Q:** Not at all?

**N:** I can’t. That blade is everything to me.

***Nova*** *is full on crying, tears mercilessly streaming down her face.*

**Tom:** How far away are they?

**Mark:** I’d say at this point probably… 40/50 feet away?

**Q:** Umm… Okay.

**Tom:** Is there any sight of **Sentry**?

***Sentry*** *must be nearby as there is the sound of* ***Valla*** *breathing from a series of bushes. They look as though they would be ready for a fight.* ***Nova*** *looks to be utterly lost. She sinks down onto the ground, a realisation that if she tries to go after them, she’ll be killed.* ***Lucius*** *is also sobbing.*

**Q:** Well this just won't do. I don’t know what to say. W-We can’t. We can’t go after them.

**L:** What do we do, **Quill**?

*After a few minutes,* ***Alia*** *climbs down and* ***Sentry*** *emerges,* ***Valla*** *following closely behind.*

**A:** Ah. Well, that could’ve gone differently.

**L:** Yes. I-I lost my Arcane Focus, she lost her… blade.

***Sentry*** *looks around.*

**S:** Well, if there is nothing that we can do right now, we should probably find somewhere to rest. You are injured, **Lucius.**

**L:** Yes.

**S:** You seem tired. **Quill**, you are also injured and I believe that none of us have any magical energy remaining.

**N:** I have nothing left.

**A:** We’ll just go after them. We’ll rest, get some sleep, get your powers back and then we’ll go after them and get our stuff.

**L:** Yes but without my Arcane Focus, I don’t have the components-

**A:** So you don’t have anything without that-

**L:** I can do some things, yes.

**A:** Well then, there you go. Look, this is-

**L:** But it was my favourite! I broke it in!

**A:** Well, there’s no time for favourites. You either take what you want back or you let them have it. That’s how these things work. That’s how this world works.

**N:** Can you track them?

***Alia*** *looks around.*

**A:** Probably. I mean, we know- **Quill**, you saw like a camp, right? They’re probably headed there.

**Q:** Ah, well, yes. It could be the one they’re headed to, they might have multiple camps.

**A:** Maybe but it’s a place to start looking.

**L:** That **Shaman** looked mighty powerful.

**A:** I mean, he seemed… He has some magic but-

**L:** He had fire like me and also, he vined things. I can’t do that.

**Q:** And also-

**A:** Well, kill him first!

**Q:** That wasn’t **Kallah**, either. Whoever he is, he serves someone else who could be even more powerful.

**A:** Yeah? Well, then we catch them when they’re asleep, we kill them in their sleep, we kill them then.

**L:** I’m sick of fighting, if I’m honest. I got bitten in the leg.

**A:** Then you need to stop fuckin’ cryin’ about it!

***Alia*** *looks at* ***Lucius.***

**L:** IT’S REALLY HARD ONCE THE WATERWORKS GETS GOING.

*He starts to sob once again.* ***Alia*** *sighs in annoyance.* ***Sentry*** *pats* ***Lucius*** *on the shoulder comfortingly.*

**S:** There, there **Lucius**.

**L:** Thank you, **Sentry’s** here for me.

***Valla*** *comes over.*

**V:** I mean yeah, it does kind seem like we let them take your stuff or we… Maybe we could steal it back? Like we could sneak in without them noticing and take it?

**L:** I’m not particularly stealthy.

**V:** Well, I mean, maybe somebody is. I mean- If we just- If we don’t wanna fight then that’s the only other option.

**L:** I know, I mean I could possibly-

***Nova*** *is still kneeling, staring after the elves. When she hears* ***Valla*** *mention stealing, she speaks up.*

**N:** That… That is what I will do and I will do it on my own or I will do it with you but *I need him back*.

**Q:** Well, we need **Nova** with us to get through this entire thing anyways, so I suppose…

**A:** Well I mean look, we’re gonna have to deal with those elves at one point, right? They keep showing up, they’re obviously infested in the area. We’re gonna have to deal with them at some point, either we get past them somehow or we sneak in, take your stuff back and we get out or… We kill ‘em.

**Q:** And, conveniently, they are on the way to the river which is where we’re headed anyways.

**N:** We rest. They took our stuff.

***Sentry*** *looks around.*

**S:** Let us find the others, the priestess and her friends. We will rest with them. She has some magical healing as well that may be of some use.

**L:** I should’ve bought tentie—

**V:** **Sister Yusef**, s-she’ll help you with… I mean, she owes you that much. I mean, I can help sneaking. I’m pretty good at being quiet. I mean, none of you really noticed me until Mr. Aarakocra did.

**L: Valla**, my dear.

**V:** Yeah?

**L:** We can’t possibly send a young child.

**V:** I’m not a child. I’m fourteen.

**L:** *Still*. How old is that for humans, I don’t know.

**N:** She’s more than capable.

**V:** Yeah, I can try and sneak in and take it back, if it’s that important.

**L:** It’s okay.

***Valla*** *looks at* ***Nova****, seeing that she is really visibly upset.*

**V:** Yeah, those people shouldn’t just be able to take something from somebody, we just take it back.

**L: Nova**, I know the finest blacksmiths in Gusthaven—

**N:** No.

**L:** Once Daddy gets here, once he knows the airship’s gone down—

**N:** This is different.

**L:** What do you— We can—

**N:** This is different.

**L:** How is it… Different?

**S:** Why is it different? It is a nice sword but is it special to you?

**N:** Yes.

**S:** How so? Does it belong to somebody you cared for?

**N:** We have a bond. I found him.

**L:** Him?

**S:** Him? The sword?

**N, sighing:** I found him in a crashed skiff that belongs to the Court of Shadows.

[ VOD: 43:25 ]

### Part 2\*

**Mark**: During the night, **Lucius**, you struggle to stay awake - it’s not necessarily sleep, but you’re so exhausted you fall back into your trance. The last thing you heard was a faint rustle as you drifted off. When you awake in the morning, you have all completed a long rest, and you find that some sort of small animal must have come through the camp, it’s probably nicked some of the remains of the food, and it’s run off into the woods with like half a dead rabbit. It’s stolen your breakfast.

**Q**: I’m asleep, so I can’t - it’s stolen our breakfast?

**N**: Is it cute?

**M**: It’s not there any more.

**N**: Okay, but do the tracks look cute?

**M**: It’s probably some sort of fox or something like that, it’s run off and grabbed that.

**L**: [groans] It is so difficult to trance without my bed.

**Q**: What - what do you mean?

**S**: [played by **Mark**] You said that you would be watching, **Lucius**.

**Q**: Yeah.

**L**: Oh, I did! I did a great - are we dead? No.

**S**: I see.

**L**: Thank you, **Sentry**. I like **Sentry** a lot.

**Q**: Hold on.

**S**: Thank you.

**L**: Isn’t she just so nice?

**Q**: You - we could’ve been attacked.

**L**: Yes, what do you mean? You were sleeping, I was -

**Q**: Taking watch!

**L**: - scouting. Watching.

**N**: Normally I would appreciate this conversation, but please can we go?

**L**: Yes. Yes, let’s get a move on.

**S**: It is dark, we should move.

**N**: Did I sense anything in the long rest?

**M**: Yeah. When you take the long rest, you struggle to sleep, so instead you focus on meditation, just trying to feel for that bond you’ve created with **Tiangong**. This kind of presence that sometimes feels cold, like you’re looking up at the stars. And you sense - there are flashes, in this kind of fever dream like state. You almost feel like they’re memories, but they’re not fully formed in that way. You have sensations of being out amongst the stars, in a cold sea surrounded by lights. Then a sensation of being trapped, and being taken somewhere. But this was long ago, before this event. This was long, long, long ago. You feel yourself becoming weakened, and the power being drained away from you, slowly, and you know it’s being used for a purpose that you don’t like, but you have no way of stopping it. And after these flashes, these near memories, you can sense almost like a faint fragile string is tied around your heart, and it tugs you towards the north, you feel faint gentle pulls, but you have to have moments of absolute quiet and still to feel them. And you think that it might help you in locating him. You wake up, and you have the sensation that if you take these moments, it might be able to give you a vague - just a direction.

**N**: yeah.

**M**: **Quill**, while you were sleeping, something happens with you as well.

**Q**: Oh!

**M**: You have strange dreams. You imagine yourself on a coast, on a cliff, looking out at the sea, and you can see that there is a great storm out on the oceans. You can see black clouds and swirling winds. You watch as flocks of birds fly across the ocean, and some of them fly into the storm itself, whilst others land on the sand below. And you watch them as the birds who land, their wings fall off and they begin to cocoon themselves, their bodies, almost like moths, they begin to wrap themselves in these cocoon-like shells, that then sink into the sand. You watch this happen, and you’re almost certain that the birds who fly into the storm, you don’t know what’s happened to them, but you can feel the sense that it’s painful. And you feel hands on your shoulders, and you see glowing human skin, like a human man’s hands that glows, and you hear the rustling of feathers, but you can’t turn around. A voice says, “what do you wish to do?” You can see that it’s asking you a choice, would you fly into the storm, or would you cocoon yourself, like the other birds?

**Q**: I would join the others in the storm.

**M**: You feel the arms underneath both of your wings - you can feel that your other arm is there.

**Q**: Oh!

**M**: And you feel it pick you up and begin to fly off into the storm. You hear this voice just muttering, it says, “Freedom always has a cost”. As you hit the storm there is the wracking sensation of pain, your arm being ripped away again, and then you’re awake.

**Q**: Oh. Ah. Umm - nope, still gone [looking at his right shoulder].

S: Are you all right, Quill? *Sentry looks at you*.

**Q**: yes - very - very fun very - very good very good Sentry. Thank you, um, is everyone okay is everyone alive is everyone good?

**S**: Yes.

**L**: You’re speaking very quickly

**Q**: Ah, panicked. Um.

**S**: Just remember to breathe, Quill.

**L**: Yes. Enunciate.

**Q**: Yes sorry. I'm sorry. What time - where - when -

**L**: it's pitch black.

**M** (Aila?): It's nighttime. We're gonna make sure you get some water and food and then we're gonna move out.

**L**: let's do something quite reckless to get our possessions back.

**Q**: Right.

**M**: sister **Yussef** is like, what do you - **Corin** will remain here with **Arval**. Do you wish me to come with you?

**N**: we could use a healer.

**Yussef**: I can come with you if you wish, yes. I'm not a great fighter but I'm happy to help.

**L**: stay behind **Sentry**, she's a good protector.

**Y**: Very well. *she looks at* ***Valla***. **Valla**, you will remain here.

**Valla**: No, I promised I'd help **Nova**! I'm gonna help steal the sword back.

**Y**: You absolutely will not do that. I have been charged to look after you. You are not - we are not going into some elven camp where you will be at risk! That is not - no, I'm sorry.

**L**: you know what, **Yussef**, you're right. **Valla**, I've had some thinking about this. I've meditated, I've tranced, and I really hope we don't see you at this camp, okay?

**M**: She looks at you.

**L**: wink.

V: alright, okay, I'll stay here.

**Q**: By the way, the plan is that after we hit the camp, we would head east anyway to the river, so we are all kind of headed that direction anyway.

**Arval**: I mean, I can make my way but I can't go anywhere near this camp, not with my leg. They’ll hear me coming.

**Q**: No, we can stop short of there, obviously. But once we go into the camp, we'll come

back we'll head off.

**Aila**: yeah, we can probably find somewhere nearby.

**Q**: Good, okay. And also in terms of healing, I can also heal as well, so got that!

**L**: Then you keep safe, **Quill**.

**Q**: Well, more safe than -

**L**: use that gunny!

**Q**: Well, I can try. I've never fired it before, and I might -

**Aila**? [played by Mark]: Yeah, don't try and fire that thing early. Like don't fire it now, that thing's gonna be really loud.

**Q**: I know! I won’t. Last - last -

**Aila**? [played by Mark]: Like, that is not a stealth. That is a, things have gone terribly wrong.

**Q**: You know what? It's gonna go on this side of my body, away from my arm, so there's no way I'm gonna fire it.

**Aila**? [played by Mark]: Okay.

**L**: Good shout.

**Q**: good - good idea?

**L**: Perfect.

**A**: I mean, do what you want. *Aila looks at you*.

**L**: So, those of you who are adept - **Aila**, for example - how do you stop the overwhelming feeling of an absolute meltdown? Because I don't like being here at all.

**A**: Don't be a wuss?

**L**: that doesn't help! But thank you for the attempt.

**N**: deep breaths, in four, out four. Do you know how to count to four?

**L**: Absolutely! Who do you think I am?

**Q**: We just need to fly into the storm, as it were, but afterwards we'll come out free? Yeah.

**N**: Please, can we go, please?

**L**: Quite the poet, **Quill**.

**M**: Right. So you have this conversation while you are making your way through, because it does take you some time from where you camped, to where **Quill** saw the fires when you were first coming down, these kind of like wood buildings. It takes you probably a few hours to trek through the woods in the night. So when you arrive it's near midnight. The moon is pretty bright, but every so often thick clouds are trailing over it, which just plunged the woods into near blackness. There is always this kind of ever-present multicolored light, and you can see now at night, the sky of Aerois is littered with stars. It is just covered in like diamond dust of stars across it, and in a ring around the planet is this kind of multicolored almost like the aurora borealis, like permanently around the planet. You would all know that - Sentry wouldn't and Rhiannon's not here, Sentry doesn't know - but that is what's called the Cradle. It was the last divine essence of Siaska that she used to push out Calus and the other kind of demigods and immortals, and then it sealed off the planet from things like ships and planar magic and things like that. It basically protects Aerois. You can see that, and that casts down some light, but the stars provide it mainly and the clouds do cover them up every now and then. I'm gonna retcon, there is no moon. That was defaulting to earth logic, there is no moon on Aerois, it's just starlight, but the stars are very bright, so at night time there is a permanent light.

**Q**: So with no moon, is it super super dark?

**M**: The stars are bright enough that they provide starlight, but when they're covered up by clouds it's the same thing, right, like you can’t see.

**L**: Did you say the Cradle provides a little ambience?

**M**: Yes but it's very hard to see. Anybody who has dark vision, basically, you're effectively blind. You can barely see.

**Trott**: That’s no moon!

**M**: There is no moon. So, you make your way. You leave the others, you leave **Corrin**, **Arval**, and **Valla**, with **Valla** kind of winking back at Lucius. And you begin heading off towards where you spotted these buildings.

**Q**: yeah.

**M**: I'm assuming you're all approaching stealthily, so that is gonna be stealth checks all around.

**L**: No exhaustion any more.

**Q**: 14.

**N**: 11.

**L**: 15.

**M**: You [**Nova**] and **Aila** both had the lowest. I didn’t roll for **Yussef** - **Yussef** is actually the lowest. You can see her robes get caught on things, and she can’t see because she’s human. She probably conjures light on her holy symbol, but angles it. She uses her robe to point it at the ground so she can see where she's going, but that means she's quite slow and she's like stepping on things and getting caught on stuff.

**L**: I assume I can't really see much color right now.

**M**: If there is light yeah, but otherwise your darkvision is black and white only. But if they have like a campfire or something like that, you'd probably be able to see. So, you make your way, and you can see what appears to be maybe three or four wooden, kind of ramshackle buildings, two of which are built up into the trees, and then two which are built on the ground. They’re quite large. They look like they've been hastily put together log cabins, built from either lumber, or - some of it looks like reclaimed wood, maybe from other settlements or ships? You can see that they have got - there’s bed rolls with thick wolf furs and bear skins on the ground, you can see that there are rope ladders leading up to the buildings up in the trees, and you can see that there's quite a lot of these wild elves around. Two of them appear to be sleeping outside, they're just tucked into these thick bed rolls. Two of them appear to be around a campfire, just kind of sat on like crude wooden carved chairs, and they're just kind of poking at it. One of them looks like he's trancing, one of them is lazily just like kicking and staring into the fire, but they have three which looked to be sentries, and you can see those from here. **Quill**, you see them, even with your low-light vision, you can see that they have three sentries. One by each of the ground buildings and then one in the sort of rear treeline, and you can see that they're armed with short bows and they have a bone whistle around their necks, on a leather cord. It looks like a kind of long flute, it looks to be some sort of whistle. That's what you see. You can see that there are barrels and supplies, all stacked up in a pile. And I would probably say, in fact, actually the shaman that you guys saw before, it's probably gonna be one of these guys. He's probably the one staring into the fire.

**N**: Just thinking about things.

**M**: Yeah, he's just kind of staring into it, and you can see that he doesn't appear to have Tiangong on him, it's not on his person.

**N**: Do I have enough time to focus and see if I can sense -

**M**: You think it's in this area, but that it's not - you can't pinpoint it.

**L**: where are we approaching from?

**M**: Anywhere you want. At this point they're not aware of you, I’d say that you guys can pretty much approach from -

**Q**: we arrived from the south, just from the journey that we took, so we’re at the south I suppose, at the moment.

**M**: Think of that as south, and that as north - but that’s probably not gonna look great on the camera.

**Q**: So the more wooded trees area.

[They adjust the map for better camera viewing, and place minis - Nova and Quill at the back, Lucius not at the front.]

**M**: what would you guys like to do? **Aila** crouches down and looks at you lot, but she's not gonna take actions until you guys come up with a plan, I don't want to be deciding what happens.

**L** [whispering]: **Nova**, can you sense your swordy?

**N**: it's here, but I can't pinpoint where.

**L**: okay.

**N**: but it's definitely here.

**L**: okay. So, looking ahead - because I've got the eyes for it, you see - elf!

**Q**: Mhm, brilliant.

**L**: There's a supply cache up ahead and there's the two buildings. Now, do we want to risk causing a distraction by setting one of them on fire? That way they all flock to it and then we loot the other one. And then, it's a 50/50, you know.

**N**: our belongings are in - could be in one of those buildings.

**Q**: They could be in either of the buildings, and you could destroy one of them, of the things we’re looking for.

**L**: Good thinking, this is why we're having this discussion.

**Q**: hmm. Setting fire to a building might not be the best idea. Setting fire to a tree, maybe?

**L**: Quite.

**N**: Or a building on the way out.

**L**: Quite.

[16:10 p]

### 

## **Episode 4: 2.5 Days to Die**

### Part 1\*

RECAP

**Mark**: You all had crashed on an airship called the Sparrowblade into a valley, deep in the continent of Suvonna - uh, southern Suvonna, in a place called the Bitterwood. You crash landed and after finding an NPC called **Arval** who had drifted off from the party and helping him escape the hands of some Wild Elves - some kind of savage looking Wild Elves - you had started talking about where you were gonna go, your plans, how you were gonna survive, and you had made your way to the airship crash itself to look for supplies. There you discovered a few different items, you discovered the fate of a few things, and you were discovered by another band of wild elves that had come to kind of pillage the site themselves. You were spotted so you ran off into the woods. During the run, during the escape, **Nova** and I believe **Quill** - no, **Nova** and **Lucius** - you guys basically began becoming exhausted and tired and slowed down, and rather than trying to push on and continue running, you decided to make the choice to try and hide. So, trying to hide in the woods, you all scattered, and did your best to try and hide yourselves and escape this band that were following you, that were chasing you behind. Unfortunately, **Nova** and **Lucius** were discovered, and they were being dragged away by this group of wild elves. **Quill** was then also subsequently discovered by their pet hawk - like a snow hawk - that had come with them.

**Tom**: Thanks guys

***Tom*** *and* ***Kim*** *have a mostly unintelligible exchange where* ***Kim*** *says “Fuck off”,* ***Tom*** *responds, and* ***Kim*** *nods*

**M**: And you were basically facing the threat of being captured and taken back to their camp. **Lucius** managed to persuade the group to just take things - like some valuables from them and to let you go, basically

**Trott**: I tried to *pay* them off -

**M**: Yes -

**Trott**: And *instead* they took our valuables

**M**: Yes, you wanted to pay them off but the Shaman that you were speaking to had no interest in you know, gold or anything like that, and instead ended up taking your food rations, as well as **Lucius’** arcane focus, **Nova’s** sword that she carried with her that looks very unusual, and two scrolls from Quill.

**Tom** [dejectedly]: I needed those!

**Kim**: You did not

**M**: They left you to fend for yourselves, and, very dispirited, you made your way to where the others were located to take a long rest. During that long rest you discussed what you wanted to do and a plan was hatched - to basically sneak into their camp at night and to try and steal your objects back. You waited until it was midnight, you snuck into the camp, you spotted that there were a few sentries around. Unfortunately **Aila** made the attempt to try and sneak up on the first sentry to take them out, made some noise, through some bad luck of a natural one

**Katie**: Thanks bud

**M** [as everyone laughs]: I did look, blame the dice man! And alerted the sentry. Aila managed to injure the sentry quite badly, and then Quill, I believe, attempted to finish him off by firing the Thunderstone Pistol - which makes a colossal noise.

*The cast bicker about Quill convincing Aila to let him borrow the pistol*

**M**: And thus a battle ensued, with you facing off against multiple sentries, the other elves becoming awake. The shaman that you dealt with earlier was present, you managed to defeat him. Then as the battle began turning, and the numbers were kind of overwhelming you, a figure emerged from one of their habitats - they’re kinda like these shelters that they’ve built - a woman dressed in furs and leather and kind of bone, kind of trinkets, emerged and basically saw that you’d slaughtered a number of her people. **Nova** attempted to convince her to give your stuff back and then let you go - but she seemed very upset -

**Kim**: She was very mean

**M**: - at the deaths of her friends, and transformed into a large bear using druidic magic, and that is where we begin. I have one thing, which I am going to - not retcon, but clarify. I forgot that Sentry has an item which allows her to reduce damage from attacks by one, and she took two attacks, so she reduces the damage that she took by two, which leaves her on one hit point.

END RECAP

**M**: So! We jump back into the game. We see this bear kind of bites down and then swipes at **Sentry**, and you notice claws rake across her armour into her wooden frame, tearing splinters, and she *buckles*, she goes to one knee, and her lights kind of begin to dim with the energy behind them, but then there is a faint flicker as she just has enough energy to kind of keep standing. And you can see that she barely raises her shield, weakly holding onto her battleaxe, but she is still alive. **Aila**, it is your turn, however you are currently under the effects of a hold person spell? So at the end of your turn I would like you to make a wisdom saving throw, please.

**Trott**: Do better than Mark did!

**M**: I did very badly

**Katie**: I meannnn… [rolls] No.

**Tom**: Ohh..

**Kim**: What was it?

**M**: That's gonna not be a very high total - just in case?

**Katie**: Eight

**Mark**: Eight… So you still feel yourself, like, you’re aware, you can hear things going on behind you, but all you can see is one of these elves kind of sneaking around with a shortbow, looking at the rest of the fight. It doesn't seem to be paying that much attention to you. And you’re just there like [makes frustrated noise], unable to move entirely.

*Katie continues making frustrated restrained noises*

**M**: **Lucius**! We jump straight back in with you at this point. You can see **Sentry’s** kinda collapsed down, but this large bear does seem to have probably turned its attention away from Sentry, thinking that she’s probably down.

**L** [to Quill]: *Birdie!*

**Q**: Hm?

**L**: You *must* save **Sentry**!

**Q**: I..I can't, I have no spells!

**L**: You’re *useless-*

**Q**: I’m not use-

**Trott**: I’m gonna run this way.. 5..10

**Kim** [laughing]: Use your body!

*Everyone laughs*

**M**: So you run over to **Nova**, basically

**L** [to **Nova** this time]: You *must* save **Sentry**!

**N** [Spluttering]: How?!

***Quill*** *says something unintelligible about* ***Lucius***

**L**: I am going to... cast…. Acid Splash!!

**N**: Not on me

**Tom**: Can you do that without your focus?

**Kim**: Are you not gonna do it on the bear?

**Mark**: Yes, I believe -

**Trott**: It's a cantrip!

**L** [To **Nova** again]: You *must* save Sentry!

**M**: You cast Acid Splash on one of these elves that's like, right by this shelter looking around. You can see he’s aiming a shortbow at *you* - it looks like the two elves were aiming towards yourself, **Quill** and **Yusef**

**Trott**: I remember! Whoo! [rolls] That's a three.

**Kim**: Do better!

**Trott** [With Jazz hands]: Eight!

**Mark**: Is it an attack roll with Acid Splash? Uh, so you hurl this glob of acid, it -

**Trott**: Oh, dex saving throw

**Mark** [sighing]: It is? Okay [rolls] Well that's convenient for you because I rolled a *seven*, so that's a total of...seven. Um, so I believe that is a d6 points of acid dam*age*

**Trott**: Correct! Ohhhh [rolls] That's a one.

**Katie**: Natural one!

**M**: One point of acid damage! So you throw the glob of acid, but surrounding - the map doesn't show this but there are trees kind of all over the place. The glob of acid just basically hits one of these branches, melting through it, and only really just kind of spatters him with a few like little driplets- droplets. He kind of is like “ahh” [makes reacting gestures], and you can hear sizzling off of his fur armour, but he doesn't seem to be *too* badly damaged. [Smirking] First level spells are higher, you will learn this one day, [Trott punches the table] cantrips it doesn't work for.

Trott [In an american accent]: Dangit!

M: So, after Lucius’ go, uh - it is unfortunately the two elves.

[ VOD: 15:04 ]

### Part 2\*\*

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